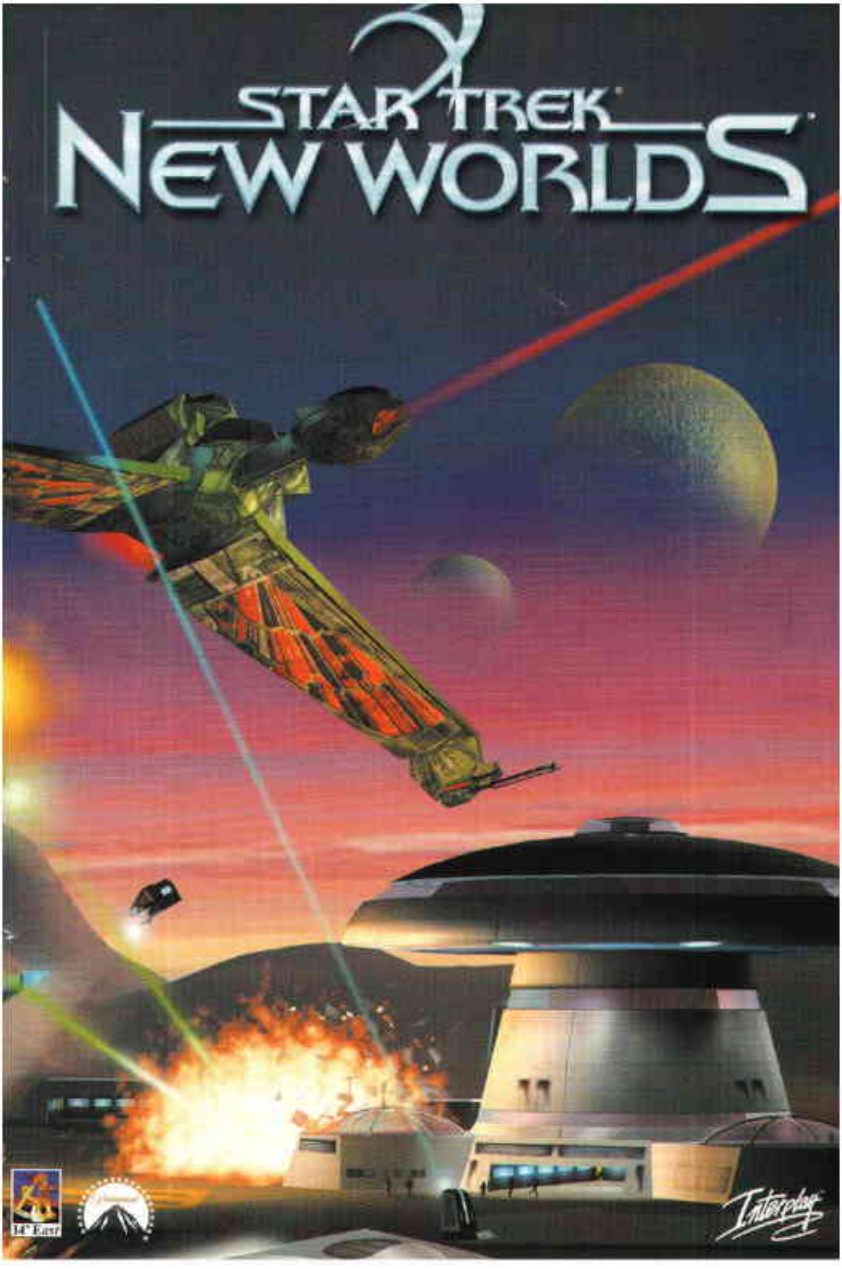
STAR TREK
NEW WORLDS
14° East
Interplay

GAMES PLAYER CHARTER

Avoid playing when tired. Play for no more than one hour at a time.

Sit well away from the screen.

Play games in well-lit areas.

Reduce the brightness of the screen to darken the contrast.

Use as small a screen as possible. These tips will help you enjoy your gameplaying more and maximise your performance.

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INSTALLATION & QUICKSTART GUIDE

Welcome to Star Trek®: New Worlds™. This manual section provides installation and quick-start instructions for the game. For more information on how to play the game and details about the game background, please refer to the Reference Manual section. For multiplayer instructions, please refer to the Multiplayer Game section found in the Reference Manual.

INSTALLATION

Start Windows 95 or 98 and insert the Star Trek®: New Worlds™ CD-ROM into your CD-ROM drive.

If you have Autostart enabled, follow the on-screen instructions when the setup program begins.

If you do not have Autostart enabled, double-click on your "My Computer" icon. Locate and double-click on your CD-ROM drive. Double-click the SETUP.EXE file.

After the game has installed, you can then run it by clicking on the Windows START button by going to the Programs menu and selecting Interplay->Star Trek: New Worlds ->Star Trek: New Worlds.

If you are having problems running the game, or require assistance with any technical problems that you encounter, please refer to the Technical Help section in the Reference Manual.

GETTING STARTED

To start the game select Star Trek: New Worlds from Interplay->Star Trek: New Worlds on the Windows Start Programs menu.

A short introductory sequence will play, introducing you to the game story, before taking you to the Main Menu (to skip the sequence press 'Esc' at any time).

We strongly recommend that you start by playing the Tutorial missions found in the Single Player Campaign menu, as these will reach you some of the basic functions and controls for the game as well as helping you to learn and recognise many of the in-game menus. For a more in-depth explanation of game functions, controls and menus please refer to the Reference section.

Once you have played through and completed the Tutorial missions, you will need to select a race to play as in the main game. Choose from Federation, Romulan or Klingon in the Alignment section of this menu (see the section: 'Playable Races' in the Reference Manual for more information) and then select the mission name that appears in the menu to the right.

Finally, click the Play button to begin.

For more information about the playable races in this game, please refer to pages 6 & 7.

REFERENCE MANUAL

FOREWORD

Thank you for purchasing Star Trek®: New Worlds™, developed by 14° East, a division of Interplay Productions. You are about to experience a new side to the Star Trek universe, a side only rarely before seen and hinted at.

Prepare for a new style of Real Time Strategy.

Prepare to live in the worlds that you fight for.

View the action from any camera angle you wish.

Witness colony life at the most fundamental level.

Lead the charge through environments and new worlds against common enemies and uncommon foes...

INTRODUCTION

Star Trek®: New Worlds™ presents the Star Trek universe as never seen before. Set in the year 2292, the game follows the challenges and adventures of a small group of colonial officers exploring a system of alien worlds, new to our region of space.

You must choose to play as one of three races - the Federation, the Klingons or the Romulans - and complete a series of missions (14 per race) playing out a story-arc of dramatic action and high adventure.

Each mission contains a set number of goals, or primary mission objectives, and each of these must be completed successfully before you can move on to the next mission. As well as these however, there will also be secondary mission objectives and optional tasks for you to complete, that is, if you feel up to the challenge.

Playing as each of the three different races will allow you to experience a different aspect of the games story.

For example, by playing as the Federation, you will visit many worlds that the Klingon and Romulan players will never see.

There are also many missions where you will all converge on the same planet, with explosive results. Certain aspects of the story will also be revealed in different ways and different times throughout the course of the game depending on which race you choose, and there will even be unique story moments only viewed by that race.

This manual is designed to fully instruct you on the use of the game's interface, the colonies you will build, as well as the vehicles, races, technology and weapons at your command.

There are two main sections to this manual: a comprehensive reference guide that provides information on the various game systems and controls, and the Colony Information section. This provides detailed information for the colony structures and units for all three playable races.

This manual uses the Federation screens and menus to list features and instructs you on how to play the game. Klingon and Romulan screens, although graphically different, are identical in functionality.

We highly suggest that you should play the Tutorial missions if this is your first time playing.

GAME BACKGROUND

CAPTAIN'S LOG, STARDATE 8987.4:

USS EXPLORER - NCC 1966

UNITED FEDERATION OF PLANETS

We have arrived in the Neutral Zone to find it littered with new systems since the ill-fated Romulan experiment went so horribly wrong. The spatial anomaly they caused brought with it so many new worlds, and so much potential wealth, that some kind of conflict now seems inevitable. The Romulans are here in force, claiming ownership because they caused this. The Klingons are just determined not to miss out on the potential riches and honour they could gain. As for the Federation, we're trying to do the impossible - to keep the peace, and to see who, or what, really inhabits these new worlds, and whether they are still in residence...

Taking place shortly after the events seen in Star Trek V: The Final Frontier, the game starts in an area of the Neutral Zone - a buffer zone of space between the three great powers of this time; the Klingon Empire, the United Federation of Planets and the Romulan Star Empire. In this stellar 'No Man's Land' a Romulan vessel - the Melak - is secretly conducting tests on an experimental weapon called 'Project Shiva'.

When exploded, this device creates an unpredicted rupture in the surface of sub-space. In the wake of this disaster the Melak and all of its crew are lost, caught in the gravity well of a planet that has seemingly appeared from nowhere.

Intercepting the last transmission from the Melak, Starfleet reroutes its nearest starship to the incident, the USS Explorer. Claiming to be on a rescue mission, the Explorer crosses the border into the Neutral Zone and reports back with the news that entire new systems of worlds have appeared in the previously empty sector. After a fleeting survey, these new worlds are revealed to contain huge amounts of Dilithium and other valued natural resources.

After a brief period of internal discussion all three races enter the anomaly systems - designated as the 'Tabula Rasa' - and begin initial colonisation and mining operations. This 'gold-rush fever' causes the odd territorial dispute - mainly from the Klingons, but these are relatively small and controlled incidents. But with such old foes claiming nearby systems, conflict seems inevitable...

PLAYABLE RACES

Star Trek®: New Worlds™ offers three different races to play as. Each race's goals and objectives vary to comply with their actual interests in the Star Trek Universe.

THE UNITED FEDERATION OF PLANETS

An alliance of approximately 150 planetary governments and colonies, united together for mutual exploratory, scientific, cultural and defensive endeavours. Founded in the year 2161, the Federation includes a diverse collection of races, including Terrans (humans) and Vulcans.

The Colonial Operations division of Starfleet, the military arm of the Federation, allows the construction of outposts and colonies on new worlds, as well as setting up defensive structures on existing ones. Outfitted with a wide array of technologies, Federation colonial systems are still primarily geared towards scientific and exploration, with many structures and units offering passive defence.

With the appearance of the Tabula Rasa and its wealth of mineral rich worlds, the Federation quickly realises that a possible upheaval in the balance of power is imminent. Dispatching long-range probes into the outer systems, they soon detect a transmission, a cry for help from a small ice moon...

THE KLINGON EMPIRE

Forged 1,500 years ago by the Klingon people's greatest warrior; Kahless the Unforgettable, the Klingon Empire is comprised of many great and noble houses, whose lineage stretches back to the time of Kahless. Often viewed as a savage and barbarian race, the Klingon people are in fact a deeply mythical and honourable one, although their desire for glorious battle is well founded.

As part of the Klingon Defence Force, the Planetary Regiments are equipped with a wide number of lethal arms, used to hold worlds in the name of the Klingon Empire, as well as seizing new ones. As a result, Klingon colony systems are based on an offensive structure, with many units enabling direct assaults on other colonies.

However, with its vast Imperial Navy and Defence Force consuming massive amounts of the global economy, the Empire is running desperately short on natural resources. The few sites still left to them - such as their primary mining operations on Praxis - are woefully short on supplies. The appearance of the worlds of the Tabula Rasa seem a gift straight from the hands of Kahless...

THE ROMULAN STAR EMPIRE

An enigmatic offshoot of the Vulcan race, now residing on the planets Romulan and Remus. The ancient Romulans left Vulcan a millennium ago, in a time of great rebellion against logic and pacifism. As a people, they are a study in dramatic contrast, capable of tenderness and extreme violence. They are also characterised with great curiosity, and a level of self-confidence that borders on arrogance.

Romulan mentality extends to all corners of their empire, including the Colonial Battalions of the Senate. While not as strictly pacifist as the Federation, and not as deliberately offensive as the Klingons, the Romulan ground forces place surveillance and study over direct assault. As a result, many colonial systems are based on infiltration and espionage, with cloaking systems playing an integral role in most planet-based affairs.

Having just left a brief alliance with the Klingon Empire, during which many technologies were traded, the Romulan people are preparing to reaffirm their position of superiority in the galaxy. Since they are responsible for the sub-space rupture that brought forth the Tabula Rasa, they assume sovereign right to the mineral-rich systems it contains, dispatching large numbers of study teams to determine the tactical advantage of the worlds...

PLAYING THE GAME

MAIN MENU OPTIONS

After the games opening movie has completed (press the 'ESC' button to skip this movie) the Main Menu will be displayed with the following options.

SINGLE PLAYER CAMPAIGN - allows you to configure and start a single-player campaign game.

MULTIPLAYER LAUNCH - takes you to the setup screen for Multiplayer games.

OPTIONS - allows you to change in-game effects.

INTRODUCTORY MOVIE - replays the opening movie.

ABOUT - displays information about the people involved in the development of the game.

EXIT - exits the game and returns you to the Windows desktop.

MISSION BRIEFINGS

Your Commanding Officer will brief you prior to starting each mission. The briefs will include an explanation of you objectives and concerns to your race. Text boxes will be displayed along with verbal explanations to insure your understanding. Orbiting starships will provide you with 3D samples of terrain, allies and opposition. You can skip the current section of the brief by clicking the NEXT button located on the lower right side.

You can bypass the entire brief by clicking the MISSION button also located on the lower right side.

MISSION DEBRIEFINGS

After completing a mission successfully or unsuccessfully you will be taken to the debriefing screen. Here you will be informed of the mission status, along with the list of objectives that will be marked as either complete or incomplete. If you failed your mission, you will restart the level after exiting this screen.

THE GAME INTERFACE

CONTROL WINDOW

The Control Window is found at the top-right side of the game screen. This window will supply you with access to most of your command menus, as well as providing you with basic colony information. Once you become familiar with the controls you can increase your in-game visibility using two methods. The first is to hide the Control Window and Tricorder by double left clicking on the New Worlds header on the top of the window. The second method is to single left-click on the toggle button in the top-right corner of the windows to partially fade the display. The window will be fully visible when the mouse pointer is held over it, but will fade out when taken away. This can provide you with a full-screen display, while still providing all of the game information necessary for playing. Click on the toggle buttons again to restore the windows to normal.

The Control Window will present different menus depending on what structures you select in your colony. Selecting vehicles and structures in the game window (or the Tricorder) will display information about that selection in the control window. Additional menus and options will become available at the lower section of the Control Window. These various options are as follows:

INFO - provides information about colony power, personnel and resources.

BUILD - opens the construction menus for either structures or vehicles.

STAFF - displays your senior staff members, and allows access to train them.

RAZE- demolishes redundant colony structures and regains partial costs.

RSRCH - allows you to research discoveries in the game.

The Control Window also allows you to access other game functions, as listed below:

Upgrading Colony Structures - If a building can be upgraded, the 'next page' arrow button will become lit when that structure is selected. Click arrow button and the Colony Window will change to the Upgrades screen. Click on any available options shown here to start the upgrade.

Construction Queue - To view the structures and units waiting construction, select the Colony Hub and click on the INFO button, then use the 'next page' arrow button to scroll through the list. Click on an entry to remove it from the list.

This list can also be reached by using keyboard shortcut 'C'.

Colony Shortcuts and Groups - The upper section of the Control Window displays two columns, Colony Shortcuts and Groups. Use the first column to 'jump' to that colony system and the second column to take control of pre-assigned groups.

TRICORDER

The Tricorder window is located on the bottom right of the game screen. Its purpose is to give you tactical and geological information in addition to an isometric map of the planet. Planetary coordinates are displayed by holding the game pointer over the map, either in normal or full-screen mode.

Similar to the Control Window, the Tricorder contains additional game options in the lower half.

COMMS - pressing this will open the Communications Window (if closed).

ALLY - allows you to change your alert status towards alien units...

GREEN - when set to this state, your units will be neutral, unable to attack or scan any non-player units or structures.

YELLOW - changing to Yellow Alert will allow you to both scan and attack non-player units and structures. If you are attacked while at Yellow, you will automatically change to Red Alert.

RED - once at Red Alert, your units will engage enemy units and structures on their own initiative, without waiting to be fired upon first.

ZOOM - use this button to cycle the Tricorder through its three magnification settings.

The Tricorder window can also be set to a full-screen mode, swapping places with the main game screen. Use the toggle button in the top-left corner of the window to change the display, or use the ***'TAB'*** key.

Set this window to fade by clicking the toggle button in the top-right corner.

COMMUNICATIONS WINDOW

Orders and information are sent via the Communications Window, which will automatically appear to show an incoming message. Close the window by clicking the X button in the lower-right corner, or set it to fade by clicking the toggle button in the top-right corner.

You can access archived messages by using the arrow buttons to scroll through previously displayed messages. Messages can be permanently removed by clicking the ***DELETE*** button.

During multiplayer games, you can send messages to other players by pressing the ***ENTER*** key. After you have typed your message, choose one of the following methods to display it:

ENTER - sends your message to everyone playing.

CTRL+F - sends your message to the Federation player.

CTRL+K - sends your message to the Klingon player.

CTRL+R - sends your message to the Romulan player.

CAMERA VIEWS

There are three camera views available in Star Trek®: New Worlds™.

Note: The default game camera is set to F3: Close Up Isometric - use the keys listed below to change to the view of your choice.

Full 3D - press the F1 key to access this camera view.

Isometric - press the F2 key to access this camera view.

Close Up Isometric - press the F3 key to access this camera view.

CAMERA CONTROLS

ISOMETRIC CAMERA

(Press the F2 key to access this camera, or the F3 key for a zoomed-in version)

LEFT MOUSE BUTTON - select the unit or structure under the game pointer.

RIGHT MOUSE BUTTON - cancel the current selection(s).

DOUBLE-LEFT CLICK (WITH UNIT(S) SELECTED) - this opens the Playbook Options Window, providing the player with a various command options.

POINTER TO TOP OF SCREEN (or) UP ARROW KEY - scrolls the game screen up.

POINTER TO BOTTOM OF SCREEN (or) DOWN ARROW KEY - scrolls the game screen down.

POINTER TO LEFT OF SCREEN (or) LEFT ARROW KEY - scrolls the game screen left.

POINTER TO THE RIGHT OF THE SCREEN (or) RIGHT ARROW KEY - scrolls the game screen right.

CTRL+LEFT MOUSE BUTTON - zoom camera in on the pointer.

CTRL+RIGHT MOUSE BUTTON - zoom camera out.

NUMPAD 4 - rotates the camera view anti-clockwise.

NUMPAD 6 - rotates the camera view clockwise.

NUMPAD 8 - zoom camera in on the pointer.

NUMPAD 2 - zoom camera out.

FULL 3D CAMERA

(Press the F1 key to access this camera view)

The Full 3D camera functions in two modes...

Associated Camera - After double-left clicking on a colony unit or structure, the camera view will 'associate' itself to this selection. When associated, the camera will remain fixed, able only to pan around the selection or zoom in and out. A camera associated to a mobile unit will move with it as it travels through the game world.

Free Camera - The camera is in this state when not associated with any colony units or structures. When free, the player can move the camera around the game environment as they wish. To free a camera from any associated selection, just press the right mouse button.

LEFT MOUSE BUTTON - select the unit or structure under the game pointer.

RIGHT MOUSE BUTTON - cancel the current selection(s), deselect the current associated selection and return the camera to 'Free' mode.

DOUBLE-LEFT CLICK - using this on a player structure or mobile unit will associate the camera with that selection.

DOUBLE-RIGHT CLICK - when used on the terrain in the game window, this will 'jump' the camera to that position (using this command on the Tricorder display will move the camera to the selected location on the map).

DOUBLE-LEFT CLICK (with unit(s) selected) - this opens the Playbook Options Window, providing the player with a various command options.

UP ARROW KEY - moves the camera forward.

DOWN ARROW KEY - moves the camera backwards.

LEFT ARROW KEY - 'strafes' the camera to the left.

RIGHT ARROW KEY - 'strafes' the camera to the right.

NUMPAD 4 (or) POINTER TO LEFT OF SCREEN - rotates the camera view anti-clockwise.

NUMPAD 6 (or) POINTER TO RIGHT OF SCREEN - rotates the camera view clockwise.

NUMPAD 5 - reverses the camera view.

NUMPAD 8 - zoom camera in on the pointer.

NUMPAD 2 - zoom camera out.

NUMPAD 7 (or) POINTER TO TOP OF SCREEN - raises the camera elevation.

NUMPAD 1 (OR) POINTER TO BOTTOM OF SCREEN - lowers camera elevation.

NUMPAD 9 (or) PAGE UP - angles the camera pitch down.

NUMPAD 3 (or) PAGE DOWN - angles the camera pitch up.

HOT KEYS AND SHORTCUTS

TAB - toggle full-screen Tricorder.

SPACE BAR - jumps the camera to the last reported event, such as a battle or a mine running empty.

HOME - jumps the camera directly to the Colony Hub.

V - displays the Vehicle Menu (only with a Vehicle Yard present).

B - displays the Building Menu.

C - displays the construction queue.

SHIFT+V - cycles through mobile units.

SHIFT+B - cycles through colony structures.

F1 - set full 3D camera view.

F2 - set Isometric camera view.

F3 - set Close-Up Isometric view.

Q - cycle through camera views.

Z - record camera position / orientation.

X - jump to recorded camera position / orientation.

A - select all player APC units.

T - select all player Tank units.

S - select all player Science Vehicles.

P - select all player Photon Artillery units.

CTL+1 to 5 - designates a group of selected units with that number.

1 to 5 - selects the unit group designated with that number.

SHIFT+1 to 5 - selects the unit group designated with that number and jumps the camera to their position.

ESC - allows the player to quit the current game and return to the main menu.

PAUSE - allows the player to 'freeze' a game, pressing pause a second time allows the game to continue.

USING THE PLAYBOOK

The Playbook is an in-game menu that allows you to instruct selected units to perform certain commands. Some playbook commands are generic, while certain commands can only be accessed by specific units.

To open the Playbook, select a unit (or units) and double-left click with the mouse on a target or location in the game environment. The Playbook commands will now open on the screen adjacent to your game pointer. Select a Playbook command by clicking on it with your pointer (this will also close the Playbook).

PLAYBOOK COMMANDS

GENERIC PLAYBOOK COMMANDS - these options are applicable to most of the colony units you will command...

1. ATTACK WHILE MOVING - commands the selected unit(s) to move to that location and engage any hostiles while en route.

2. PROTECT FROM LOCATION - commands the selected unit(s) to move to that location and defend it against hostile threats.

3. MOVE WITHOUT ATTACKING - commands the selected unit(s) to move to that location without returning fire against hostile threats (useful for moving cloaked units).

4. RETURN TO VEHICLE RALLY POINT - commands selected unit(s) to return to the colony rally point and group there.

ATTACK PLAYBOOK COMMANDS - these options apply to colony units armed with weapons and allow the player to attack offensively or defensively...

5. ATTACK - commands the selected unit(s) to move into range of the hostile target and then open fire.

6. BOMBARD - commands the selected unit(s) to hold position and engage the hostile target only when it has come into range (this command is best used with artillery, allowing to fire over mountain ranges & other obstructions).

7. CAPTURE (APC ONLY) - commands the select unit to capture the current target by weakening it's shields & and then deploying an away team.

SCAN PLAYBOOK COMMANDS - these options allow the Scout and Science Vehicle to run different scans on non-player units and structures...

8. SCIENCE SCAN - instructs the Scout or Science Vehicle to run a science scan on the target.

9. MEDICAL SCAN - instructs the Scout or Science Vehicle to run a medical scan on the target.

10. ENGINEERING SCAN - instructs the Scout or Science Vehicle to run an engineering scan on the target.

GAME SYSTEMS

HOW TO BUILD THE COLONY

During the early missions of the game, you will take command of a fledgling colony and it will be your responsibility to build it into a functioning, independent system (later levels will sometimes allow you to take command of an already established colony, although you may have to replaced lost system and improve others).

If there is not one present, you will have to build a ***CONSTRUCTION YARD***. This system will provide you with the option to build more colony systems and upgrade.

Select the ***COLONY HUB*** and then click on the ***'BUILD'*** button that appears in the lower half of the Command Window (or use the keyboard shortcut 'B').

The ***CONSTRUCTION YARD*** icon will now appear, select it and move the pointer around the colony area. A hologram of the building will appear over the ground, showing you where it can be placed. A red hologram shows an invalid area, while a green indicates a clear site. Move the hologram around the colony area and click the left mouse button once it turns green.

Once the ***CONSTRUCTION YARD*** has been completed, the ***'BUILD'*** menu will display more options. Build these in the same manner as the ***CONSTRUCTION YARD*** (to scroll through the available buildings, use the ***NEXT PAGE / PREVIOUS PAGE*** arrow buttons at the bottom of the Command Window).

Certain buildings, such as the Power Generator, Shield Generator, and Turrets, do not need to be placed on the tiled colony surfaces or the flattened grass areas. These can be placed around the colony perimeter, allowing the player to build a defensive boundary. Mining Stations need to be placed on scanned mineral deposits (revealed by scouts and science vehicles), and on relatively flat ground. All other buildings must be built within the confines of the colony area.

REMOVING A COLONY STRUCTURE

Sooner or later you are going to demolish or 'raze' one of your structures. You might do this to recover resources, destroy a mine that has run dry, or just to make space in your colony for new systems. To remove a building, select it with your pointer and click on the RAZE button that appears at the bottom of the Control Window. A window will appear asking you to confirm your order. Click YES to continue, NO to cancel. Once you confirm the demolition of your structure the crew (if any) will be evacuated by a colony shuttle and returned to the Hub. The structure will then be self-destructed, with a small amount of its resource cost returning to your colony stores.

MANUFACTURING VEHICLES

To construct a mobile unit, you will first need a ***VEHICLE YARD*** present in the colony. Once completed, or if already present, select the structure with your pointer and then click on the ***BUILD*** button in the lower half of the Command Window (or use the keyboard shortcut 'V').

This will display the ***ENGINEERING*** menu and any available vehicles (additional units only become available as the colony expands and upgrades).

Click on the vehicle icon you wish to build and the ***VEHICLE YARD*** will begin manufacturing the unit, which will emerge out of the Yard. To see the progress of manufacture, select the ***VEHICLE YARD*** and the red bar at the bottom of the screen, next to the vehicle icon, indicates the time remaining.

Up to ten vehicles can be ordered from the Yard and will be built in order, unless you have built more than one ***VEHICLE YARD***.

USING THE CONSTRUCTION QUEUE

To view requested vehicles and buildings select the ***COLONY HUB*** and then click on the ***INFO*** button at the bottom of the Control Window. Now use the arrow buttons to scroll through your queue (or use the keyboard shortcut '**C**').

If you want to remove a request from the queue, click on its icon and then confirm your decision.

CONTROLLING A SINGLE VEHICLE

The first step to controlling a vehicle is to select it. Move the mouse pointer over the vehicle and then left click. A bar of flashing race insignias will appear over the vehicle. This indicates that you have taken control of the vehicle as well as displaying its overall health (the more insignias present, the stronger the vehicle). You can also select a vehicle (or vehicles) by dragging a box over it while holding down the left mouse button. This causes a stretching grey box to appear, following the pointer. Release the mouse button when you have covered the unit (or units) within the box.

Once your vehicle is selected you can move it by left clicking on a destination within the game environment, the pointer changes to a green ***MOVE*** indicator to show a valid destination. If you are trying to move to an invalid location, the move indicator will disappear and you will hear a negative response from your unit.

If you have control over a vehicle and want to attack a hostile opponent, hold the pointer over the target and it will change to the red ***ATTACK*** indicator. You can now either single left-click with the mouse to attack the target or double left-click to display the Attack Playbook Options (see: playbook commands).

You can release a selected vehicle by taking command of another unit or by pressing the right mouse button.

VEHICLE GROUPS

CREATING A GROUP

Large maps and multiple enemies can complicate any mission. It is recommended that you pool your vehicles into groups to simplify operations. You can assign up to 5 groups and can have a vehicle in more than one group. To create a group, you must select the vehicles you wish in the group and then press ***CTRL+1*** (to create additional groups, use ***CTRL*** and the number keys ***2, 3, 4 & 5***).

SELECTING A GROUP

To select a previously created group, press the number keys ***1*** through ***5*** (for each group respectively). To select a group and jump the camera to their position, press the ***SHIFT*** key and the corresponding number key.

APC'S AND CAPTURING

In various missions you will be ordered to capture an enemy structure, or even recapture one of your own. The vehicle to complete this task is the ***APC***.

Once you have an ***APC*** selected, double left-click on the target structure you wish to capture. This will display Attack Playbook window.

Now select the third option; ***CAPTURE***.

The APC will now fire on the target till the shields have been weakened. At this point the APC will deploy an away team into the target structure. A successful capture will be reported via the Communications Window.

SCANNING

There are two different types of scan: ***ACTIVE*** and ***PASSIVE***.

Active scanning is performed by selecting a scout or science vehicle and then double left-clicking on the intended non-colony target. This opens the Scan Playbook window, providing a choice between ***SCIENCE***, ***MEDICAL*** and ***ENGINEERING*** scans.

Some scans can only be performed by staffing a Science Vehicle with the appropriate Officer, a requirement that will be displayed via the Communications Window (some officers might also need to be trained before they can carry out the requested order).

A Scout can run scans from greater distances, but will take longer to perform and, in the meantime, is far more susceptible to enemy fire. A Science Vehicle is stronger and can run scans quicker, but is a far slower vehicle and requires closer contact with the target.

Passive scanning detects units, structures and minerals. Passive scanning is an automatic function and provides you with a greater understanding of the world around you. Enemy units and structures will only become visible once revealed by passive scanning.

Scanned area is displayed via the Tricorder as a brighter area of land, and is generated by colony structures, scouts and science vehicles.

Whenever sending mobile units away from the colony, it is advisable to accompany them with a scout so that hostile threats are unable to take you by surprise.

POWER NEEDS AND MANAGEMENT

Each structure in the colony requires different amounts of power to run at optimum efficiency. At the start of most missions the only source of power available for the colony is generated by a low-level system in the Colony Hub itself. While this is enough to run a few structures during the initial stages of colony development, it will soon become exhausted as the colony expands.

To view the power levels for a structure select it and then refer to the power display in the Command Window. To view the overall colony power levels and consumption, select either a Power Generator or the Hub itself.

A colony structure can either be a ***CONSUMER*** or ***GENERATOR*** - of which there are three versions, Low (the Colony Hub), Medium (a basic Power Generator) or High (an Advanced Power Generator).

POWER GENERATORS

Selecting a Power Generator will display the following information in the Command Window...

GENERATOR - This states if the output of the generator is Low, Medium or High. Colony Hubs provide low power output, Power Generators provide Medium output and Advanced Generators provide High output. A few high power generators can take the place of many low and medium systems and maintain the colony power grid.

CONSUMPTION - This displays the total amount of power currently required by the colony to run at optimum efficiency levels. Less than 100% shows that all colony systems are being supplied and maintained. Over 100% will indicate that colony needs are not being met, with the result of certain colony systems being deactivated or severely limited (such as the Vehicle Yard, which will manufacture units far slower).

DEMAND MET - This details the amount of power that is actually being provided to the colony.

RESERVE - The colony power grid also creates a small reserve of power, to accommodate critical colony systems - such as defence turret and shields. Reserves are activated once the colony consumption levels exceed 100%. However, this backup does not last long and will soon be drained if colony power levels are not brought back under control.

POWER CONSUMERS

Selecting a colony structure will display the following power information in the Command Window...

CONSUMER - This informs you that the selected structure is a Consumer, instead of a Generator, of the colony power grid.

SUPPLY - This details the level of power currently being supplied to the selected structure.

RESERVE - If the selected structure can access the reserve power grid, the amount being drained will be shown here.

The efficiency - and productivity - of a structure can become affected if the power levels to a structure are not maintained. Some structures, defensive systems such as Phaser Turrets and Shield Generators, consume large amounts of power and will shut down or become unreliable if the colony power levels become strained.

To ease colony power needs, each race is able to build a valuable structure. Federation colonists can construct a Hydroponics Farm, the Klingons have the Livestock Farm while the Romulans are able to build a Biology Facility. Each system requires a minor amount of power to operate, though this drain is offset by the systems ability to produce food, removing the need for replicator systems - a heavy burden on the colony power grid.

MATERIAL RESOURCES

COLONY SUPPLIES

To provide resources for manufacture and construction, as well as providing a fuel source for the power generators, a colony requires a large number of materials. These are often provided at the start of missions, stored in the colony Storage Facility, but these stockpiles are not infinite and even the most careful of commanders will have to restock their supplies during missions.

To locate the many natural minerals that litter most worlds, a geological survey will have to be carried out. To do this, either a Science Vehicle or Scout will need to leave the safety of the colony and explore the world.

GEOLOGICAL SURVEY - While commanding either a Scout or Science Vehicle, move the unit around the landscape. The Tricorder will display any raw minerals that are within your passive scan range as differently coloured fields over the map. Holding the pointer over the coloured fields will display the raw mineral name at the top of the Tricorder.

MINING & PROCESSING RAW MINERALS - Once you have found a raw mineral deposit, you will need to start a mining operation. The first structure you will need to build is the ***RESOURCE PROCESSOR*** back at the colony site. This structure will process the raw minerals into more usable materials. Once this has been built, the ***MINING STATION*** will become available in your build menu. Click on this and then place the hologram over the mineral field (either in the game world or in the Tricorder) and click the left mouse button once it changes to green. Mining Stations can only be built on relatively flat, so you might not be able to reach some mineral fields displayed on the Tricorder, although Mining Stations have a wide area of effect (and advanced mines even further). The mineral field must also be revealed by the scout or science vehicle.

Once built, powered and crewed, the Mining Station will begin extracting the raw minerals. These are stored in ore crates and arranged outside the mine by a Work Bee. These are then collected by a Cargo Bee and transported to the Resource Processor, where they are then processed and taken to be stored in the Storage Facility.

NOTE - Any area that contains raw materials is composed of all resources. The resource colour displayed is the majority material contained in the resource cache. While you begin mining, the majority will be the mineral indicated on the Tricorder display.

RAW MINERALS

There are six raw minerals that are available for mining and processing...

RAW DILITHIUM - displayed as a ***GREEN*** mineral field, this is processed into the material ***DILITHIUM***.

TALGONITE - displayed as a ***BLUE*** mineral field, this is processed into the material ***POLYCOMPOSITE***.

SILICON - displayed as a ***YELLOW*** mineral field, this is processed into the material ***THERMOCONCRETE***.

KELBONITE - displayed as a ***CYAN*** mineral field, this is processed into the material ***TRANSPARENT ALUMINUM***.

MAGNESITE ORE - displayed as a ***RED*** mineral field, this is processed into the material ***NITRIUM***.

DOLAMIDE - displayed as a ***PURPLE*** mineral field, this is processed into the material ***DURANIUM***.

PROCESSED MATERIALS

Processed materials are required for the manufacture of vehicles and the construction of colony structures and upgrades...

DILITHIUM - used for powering vehicle, weapon and colony systems.

POLYCOMPOSITE - used for vehicle chassis and structural casings.

THERMOCONCRETE - used for structural foundations.

TRANSPARENT ALUMINUM - used for vehicle and colony systems.

NITRIUM - used in photon shell production.

DURANIUM - used in vehicle and structural casing.

The required materials for building colony systems and vehicles are displayed under the selection icon in the 'build' menu when you highlight it with the pointer.

To view the currently held resources in the colony, you can either select the Storage Facility, which will display the material totals in the Command Window, or you reset Command Window to default by pressing the right mouse button (the material supplies are indicated in the upper half of this area).

STAFF AND CREW

As well as power needs, each structure in the colony also requires a certain amount of personnel working inside it before it can become operational. Once constructed, the required work crew is beamed into the structure.

At the start of each mission, a set number of colonists will have been assigned to your command and will be pooled in the Colony Hub.

PERSONNEL INFORMATION

The following information is displayed in the Command Window after selecting colony systems...

OFFICER - Members of your senior staff can be transferred to colony structures to increase efficiency. The number of officers present in a structure is listed here.

CREW - Lists the total amount of colonists currently working inside the structure.

SENIOR STAFF

Once certain structures are built, members of your senior staff will need to be allocated. To do this, click the Colony Hub and then click the Staff button on the bottom of the Control Window. This will bring up the Staff Menu, which lists your Staff Officers. To select an Officer, click on the Officer's portrait. Now click on a colony structure and the staff member will be transferred. You can also allocate senior staff to colony vehicles in the same fashion.

The Staff menu lists the rank and name of the officer, their occupation, skill and current location.

Allocating senior staff will have a number of different effects on the structures or vehicles they have been assigned to. Their current skill level will determine the strength of these effects.

OPERATIONS - The Operations officer is a multi-purpose colonist. Transferring him (or her) to a structure will help increase efficiency slightly, though not as much as the dedicated systems officer. Allocating the Operations officer to a mobile unit will also increase that system, but again only marginally.

SECURITY - Allocating the Security Officer to the Security Centre (Arsenal for Klingon players and Security Bureau for Romulan), will increase that structures overall efficiency level. Allocating the Security officer to a structure under attack will also help that system to maintain its structural integrity longer, providing time for a mobile defence force to eliminate the attacking party. By placing the Security officer into a vehicle you can also increase the vehicles defensive and offensive capabilities. Shot strength, reload times and shield levels will all be increased.

ENGINEERING - Allocating the Engineer to the Vehicle Yard will increase its efficiency level, allowing vehicle manufacture to proceed quicker. The Engineer will also increase a vehicle or structures shield restoration time, so moving him (or her) around the colony after an attack is recommended to restore the colony's health.

MEDICAL - Allocating the Doctor to your Sickbay will help increase the structure efficiency and allow you to research medical projects at faster rate, as well as helping to cure diseased colonists. The Doctor will also often be required to move outside of the colony in a Science Vehicle to help analyse new data.

SCIENCE - Similar to the Doctor, the Science Officer will boost the overall efficiency of the Science Station, helping to speed up scientific research projects.

The Science Officer can also join away teams to study data via the Science Vehicle.

TRAINING STAFF

You can increase the effect your Senior Staff has on the colony by taking time to train them. To train an officer, first select the Colony Hub then click the ***STAFF*** button on the bottom of the Control Window. The ***TRAINING*** button will now appears in place of the Staff button, click this to display the Officers available to be trained in the current mission. Click on an Officer's image to begin training.

MULTIPLAYER

Star Trek® New Worlds™ supports up to 3 people in Multiplayer games.

To access Multiplayer Setup, click on the ***MULTIPLAYER LAUNCH*** button in the Main Menu, which will display the following options...

NUMBER OF PLAYERS - choose between either a 2 or 3 player game.

ALIGNMENT - click on the race you wish to place (you will be unable to select a race already chosen by another player).

SELECT GAME - choose the level you wish to play from this menu.

GAME NAME - enter the name for your game here (the default will always use your machine registration).

SERVICE PROVIDER / PROTOCOL - allows you to choose your preferred connection setup for playing multiplayer

STATUS - displays information about the status of your setup.

CREATE - once you have configured your game, click on this button to host a multiplayer game (the game will only commence once the pre-set number of players have joined).

JOIN - once you have configured your game, click on this button to join a game hosted by another player (after selecting this option, click on the game entry that you wish to join).

CANCEL - click here to cancel all multiplayer configurations and return to the Main Menu.

ADDITIONAL NOTES - When playing multiplayer and you choose a race that has already been chosen by another player, the computer will automatically choose another race for you. If another race is available to play as, click on its button to select it.

MULTIPLAYER REQUIREMENTS

Star Trek®: New Worlds™ uses Microsoft's Direct Play to provide peer-to-peer game play between two to three human players. Players need only connect through the same technology; e.g. Internet play requires both players to connect to the Internet (regardless of DSL, Cable-Modem, T1, etc.), Modem-To-Modem requires both players connect directly with the Joining player dialling the Hosting player's phone number to connect, and Local Area Network (LAN) play requires all players be on the same network. The best game experience will be over a local network. High Speed connections are a distant second. Modems and lower are not supported by Star Trek®: New Worlds™. See the Frequently Asked Questions section for specific configuration and connection questions.

MULTIPLAYER GAMES

Multiplayer games may be won in one of three ways:

1. Destroy your opponent's Colony HUB (command headquarters)
2. Remove the possibility of meeting a Mission Objective required by your opponent
3. Fulfill all of your own Mission Objectives before your HUB is destroyed or one of your Objectives has been eliminated by your opponent(s)

Not all multiplayer missions have objectives required that another player can eliminate. Some missions can only be won by destroying your opponent's HUB. Try the different missions and experience the mystery of not knowing what your opponent can do to win his missions; multiplayer New Worlds is intended to add mystery to your game as much as combat.

STARTING A MULTIPLAYER GAME:

To begin a multiplayer game, someone must be the Host and the remaining players will be Joiners. The Host decides what scenario will be played, how many players will be in the scenario, and what race he will be. The other two players will select their alignment/race. Should there be a conflict of selections, Joiners will be re-assigned the next available race/allignment. Please note that the Host also controls the "High Speed" checkbox. Joiner selections on options chosen by the Host are ignored.

With the number of players entered, the mission highlighted, the Host Alignment/Race button pressed, the Host must choose his Connection Type. From the Drop-Down box, the Host must select the type of connection they wish to use and enter all fields appropriate for his Connection Protocol; e.g. Game Session Name (defaults to the Host Computer/Machine Name), TCP/IP and Port Number. The Port entry can be ignored, as well as the IP Address/Computer Name for the Host.

NOTE: Joiners must enter the Host's IP Address/Computer Name and use the same Port Number the Host is set to. This often must be arranged ahead of time before starting New Worlds.

See the Frequently Asked Questions for more details.

With all of the selections made, the Host should click on the "Create" game button. Hosting status will be shown in the Status Message box, indicating the success or failure of this attempt. If there is no connection of the type requested, the attempt will fail. Success will be shown with a "Hosting..." message.

Though the questions are different for other Protocols, they are very similar. For example, IPX requires no details beyond the normal game setup parameters and the Game Session Name. Modem-To-Modem connections require Joiners to enter the phone number of the Host and click on "Join" AFTER the Host has created the game.

In all cases, Joiners should not try to Join a Hosted game until the game has been created by the Host. New Worlds will arbitrate created and newly joined games over any Protocol and hardware that is reliable and fast enough to communicate over with Direct Play.

FREQUENTLY ASKED QUESTIONS

LAN/NETWORK FREQUENTLY ASKED QUESTIONS

All players must be on the same Workgroup/Domain and subnet.

Contact your ***IT/MIS*** person to do this or do it yourself. This is a Network Administrator's duty and is not the liability or responsibility of Interplay Entertainment Corp.

All players must use the same communication protocol.

This is typically either ***TCP/IP*** or ***IPX***. Direct Play can support many other protocols, but these are the two interfaces directly supported by Star Trek®: New Worlds™ for Local Area Network play.

All players must use the port number when using TCP/IP.

Leave this Edit Box blank and your game will play fine. It is available to allow players to enter their own value for the Port Number should they have special Network configuration needs; as with LAN #1 above, this is your Network Administrator's responsibility.

All players must know the Hosting player's computer name or Address.

On a Network, most machines have a machine name that can be typed directly or have an address. For TCP/IP, it can either be an IP Address Number as well as the Host's Computer Name. This should be found in the Control Panel's Network settings. For your convenience, it is polled and displayed already by default as the name of your game. You can enter this name in the IP Address/Computer Name field for TCP/IP. IPX will search the entire network for other New Worlds game sessions available.

INTERNET TCP/IP FREQUENTLY ASKED QUESTIONS

Only High Speed and Broadband Internet connections are supported. Due to severe latency over the Internet and the demands of New Worlds, only the fastest Internet connections are available. You may try to connect with a friend over the Internet with a 56K Fast Modem, but it is not offered as an expected method for play. To increase the possibility of play, you may try clicking the "High Speed Connection" checkbox off to see how the game improves; some people prefer the effect this has game play anyway. Latency (delayed communications) over the Internet can be a problem that can potentially eliminate some connections over the Internet. If this is the case, please enjoy the game over your local network. Connect to the Internet before trying to play an Internet game.

Though Star Trek®: New Worlds™ will attempt to use your registered Windows default communication method for TCP/IP on the Internet, you can ensure the connection used is the one you expect by first connecting to it before starting the game.

Connecting over the Internet is similar to the process for TCP/IP LAN.

Reference the Local Area Network connection steps for details on how to connect with your friend over the Internet. Internet TCP/IP only supports the specific IP Address/Number.

Over the Internet, you must know the Internet Protocol (IP Number) Address of the person Hosting the game to connect. Do not try to enter the person's computer/machine name. If you do not know your IP Address, under Windows 9x you may execute from the Windows "Start" menu's "Run..." selection the program, "WinIPCfg.exe." This program will show you your current IP Address. Under Windows 2000, you may need to go to your Control Panel's Network settings and find your TCP/IP connection properties to find your IP Address. Both of these may not be available until you have already connected to the Internet.

MODEM-TO-MODEM FREQUENTLY ASKED QUESTIONS

The Hosting player must Create the game before anyone can Join it. It is required for Modem-To-Modem play to work to have the Host Create his game before anyone attempts to Join his game. Once his machine has shown the "Hosting..." message in the Status Message box, his machine is waiting for someone else call his phone number to join the game.

The Hosting player must not have an answering machine or service on.

There is no way for Star Trek®: New Worlds™ to answer a calling game connection with another system answering the phone line; therefore, the Host must turn off or disable other answering systems on his computer, including his own Computer Answering/FAX programs.

All players should disable Call-Waiting or other phone interruptions.

Often players with Call-Waiting may dial *70 or some other prefix before dialling a phone number. Some modems cannot do this directly and require the player to disable the entire Call-Waiting system temporarily before running New Worlds. In order to play a game from beginning to end, your phone line may not be interrupted or even picked up during play.

COLONY & VEHICLE INFORMATION

FEDERATION COLONY STRUCTURES

CRUSOE CLASS

The Colony Hub is the single most important structure in any colony. A stage I Hub is always the first building placed by Starfleet engineers and it is from this structure that all Federation colonies must grow. At first the Hub is used to produce everything a colony needs - vehicles, construction, power, etc - albeit in a very limited and inefficient manner.

As the colony grows, the construction of specialist buildings - such as Power Generators or Production Yards - gradually relieves the Hub of its production duties. Yet far from rendering the Hub redundant, the development of these specialist buildings allows it to mutate from a producer into a controller. So, just as the bridge of a starship unites and directs all the ship's systems, the Colony Hub acts as the command nexus for the colony. As the colony grows, so too does the Hub. With each upgrade to the Hub, the colony progresses to a higher technology level, with new systems and units becoming available for production.

As a direct result of the Hub's seat of command, this is one of the few colony systems that does not feature a self-destruct option.

CONSTRUCTION YARD

BRUNEL CLASS

The Construction Yard is a production facility that generates all of the parts needed to construct new buildings or upgrade existing ones. As such, the Construction Yard is a key structure that is the first to be built early in the colonial development phase. Essentially the Construction Yard is a processing centre. It takes raw materials and processed resources and combines them to make construction materials. These materials are then installed in the construction magazines used by the Construction Bees. Like most Federation industrial colony installations, the Construction Yard is a modular unit that can be developed according to each colony's needs. When first built, the Construction Yard is a basic processing plant only capable of producing the more basic colony buildings. Then as the colony develops and more complex buildings are required, it can be upgraded. These improvements enhance both the Construction Yards production capacity and its technical capabilities, allowing the colony to construct further specialist structures.

VEHICLE YARD

JEFFRIES CLASS

A Vehicle Yard provides the colony's muscle - both military and industrial. The vehicles constructed in the Yard give colonists the power to explore new environments, move cargo and defend themselves. The first stage of the Vehicle Yard is by necessity a relatively small structure that can be built quickly and easily by the first few colonists to make planet fall. This 'hangar' is then supplemented with second and third stage extensions built to each side of the original structure. These increases in size reflect the fact that the more advanced the Yard becomes the greater its production capacity, and that physically larger craft can be built inside. As the development of the colony continues, the selection of vehicles available in the Yard increases though many of these rely on other structures to be present in the colony as well. With the addition of the structural upgrades the Yards defensive efficiency increases and it's manufacturing times lessen. The Vehicle Yard is designated as the general workstation for the colony's engineering officer, aiding efficiency levels and manufacturing times once stationed here.

RESOURCE PROCESSOR

NIKOLI CLASS

The Resource Processor is the link between the remote mining stations and the needs of the colony. Taking the raw materials gathered by the Mining Stations, it processes them into useable minerals and alloys. This unit is at the sharp end of colonial economics, as the processed materials produced are in demand both for export to the Federation and internally, for further development of the colony. The Resource Processor is no simple foundry however. It can handle everything from gases to metal ores, producing goods as diverse as transparent aluminum and nitrium. In order to make the Processor as useful as possible it features a modular design, allowing for additional ore-processors to be added to the main structure. These sub-systems allow the overall efficiency of the Processor to be increased, speeding up the mineral processing times significantly.

DILITHIUM PLANT

RESOURCE PROCESSOR UPGRADE

Once constructed, this upgrade reduces the time required to process raw Dilithium ore into refined Dilithium.

POLY-COMPOSITES PLANT

RESOURCE PROCESSOR UPGRADE

Once constructed, this upgrade reduces the time required to process Taigonite ore into Poly-Composite materials.

THERMO-CONCRETE PLANT

RESOURCE PROCESSOR UPGRADE

Once constructed, this upgrade reduces the time required to process Silicon into Thermo-Concrete materials.

TRANSPARENT ALUMINUM PLANT

RESOURCE PROCESSOR UPGRADE

Once constructed, this upgrade reduces the time required to process Kelbonite ore into Transparent Aluminum.

NITRIUM PLANT

RESOURCE PROCESSOR UPGRADE

Once constructed, this upgrade reduces the time required to process Magnesite ore into Nitrium.

DURANIUM PLANT

RESOURCE PROCESSOR UPGRADE

Once constructed, this upgrade reduces the time required to process Dolomide ore into Duranium.

MINING STATION

JANUS CLASS

Only Mining Stations rival the Hub within a colony as the pivotal structure, as it is often the mineral wealth of a world that leads to its colonisation in the first place. The Mining Station is the primary source of all raw materials for the colony, so the more productive the mine, the faster and stronger the colony it serves can grow. To think of it as just a mine however is a mistake, for it is a highly complex resource gathering system that is both diverse and specialised. The central core of the tower can gather gases, fluids, ores, crystals and many other chemicals that are then roughly sorted and dispatched to the resource processor. Like other colony structures, the Mining Station can be superseded at a later stage in the development of a colony with the construction of an Advanced Mining Station.

ADVANCED MINING STATION

JANUS - A CLASS

As the need for more materials increases as the colony expansion continues, the Advanced Mining Station becomes essential for extracting resources at a far greater rate than that of its predecessor. This advanced structure also utilises a more efficient power matrix, providing a stronger shield system to defend against hostile attacks.

POWER GENERATOR

STYLES CLASS

The Power Generator is the beating heart of all colonies. Without the energy it generates the shields, defenses and countless other systems would fail, leaving the colonists unprotected. The generator houses a hybrid reactor system that blends established old-tech supplemented with cutting edge physics. Although more powerful than the energy output system of the Hub, it still can only provide an adequate reserve for a small number of colony systems. As the number of structures and energy-hungry systems increases, so will the need for extra generators. Unfortunately, the required resources for manufacturing a Generator is high, thus forcing the colony to establish more mines and processing systems - which of course then require more power to operate.

ADVANCED POWER GENERATOR

STYLES - A CLASS

Even a powerful generator cannot hope to supply the needs of a fully established colony - especially once demanding systems such as phaser banks and defensive shields have been built. To meet these needs, the Advanced Power Generator becomes available once the colony reaches a certain development level. The advanced system uses an extended plasma tower combined with a lengthened generating chamber to create an energy output higher than that of several standard generator systems.

STORAGE FACILITY

TYPE - 7 SILO

Storage Facilities are used to store all of the colony resources, transferring supplies to the yard when needed. Everything from raw minerals to personnel rations are located in the box-like structure, utilising a highly efficient stack-and-retrieval system that allows for a rapid loading and unloading of goods. Once processed, all materials are conveyed to this structure by cargo bees, to be stored until required. Because of its inherent necessity within the colony, the Storage Facility is one of the few colony systems that is not equipped with a self-destruct option.

SCIENCE BLOCK

MARCUS CLASS

The Science Block is pivotal to both a growing colony and the Federation itself. To the colony, the Science Block brings a research capability that allows it to hone accepted Federation colonial techniques and technologies to best suit their particular colonial world. For the Federation, it fulfills the need to explore and better understand the worlds they are colonising. The initial section of the structure provides the colony with its core science facilities - a range of general-purpose labs, specialised computers and other systems. These can tackle most research tasks required by the colony although their lack of specialised equipment slows the research time for scientific projects. Additional labs can be added to the core science block, providing dedicated systems that bring both a specialty skill and improve the performance of the core structure. With a Science Officer stationed in this building, the overall efficiency level of the structure will also increase.

SENSOR LAB

SCIENCE BLOCK UPGRADE

Equipping the Science Block with the Sensor Lab upgrade allows the colony to develop the Savrin Class Science Vehicle.

AWAY TEAM LAB

SCIENCE BLOCK UPGRADE

Equipping the Science Block with the Away Team Lab upgrade allows the colony to develop the colony shuttle system.

SHIELD BUFFER

SCIENCE BLOCK UPGRADE

Equipping the Science Block with the Shield Buffer upgrade allows the colony to develop the Andees Class Shield Generator.

PHASER COIL LAB

SCIENCE BLOCK UPGRADE

Equipping the Science Block with the Phaser Coil Lab upgrade allows the colony to access mobile phaser technology.

TRACKING SYSTEMS

SCIENCE BLOCK UPGRADE

Equipping the Science Block with the Alpha Tracking Systems upgrade allows the colony to develop the Type M-13 Phaser Turret.

ENERGY LAB

SCIENCE BLOCK UPGRADE

Equipping the Science Block with the Energy Lab upgrade allows the colony to develop the London Class Mobile Shield Generator.

SICKBAY

HODGESON CLASS

The Federation Sickbay provides both a hub for medical action and as personnel monitoring system. The core structure tracks the health and well being of the colony work crews, allowing for treatment or study of any xeno-biological contegion. The five upgrades that radiate off from this core allows for additional units to be manned by colony personnel, increasing the colony unit limit. The Sickbay is also - of course - the designated post for the Colony Medical Officer, who will increase the efficiency of the structure when allocated.

UPGRADE 1

SICKBAY UPGRADE

Constructing the 1st upgrade to the Sickbay increases the colony unit limit by 5.

UPGRADE 2

SICKBAY UPGRADE

Constructing the 2nd upgrade to the Sickbay increases the colony unit limit by 5.

UPGRADE 3

SICKBAY UPGRADE

Constructing the 3rd upgrade to the Sickbay increases the colony unit limit by 5.

UPGRADE 4

SICKBAY UPGRADE

Constructing the 4th upgrade to the Sickbay increases the colony unit limit by 5.

UPGRADE 5

SICKBAY UPGRADE

Constructing the 5th upgrade to the Sickbay increases the colony unit limit by 5.

TRANSPORTER PAD

LOVELL CLASS

The Transporter Pad provides a link between the colony and orbiting starships. Once built, additional personnel and supplies can be beamed down and stored in the colony. While relatively cheap to build, its large pattern-buffer demands a significant amount of power, but the structure is essential for when a new colony is looking to expand.

ACCOMMODATION BLOCK

KEELER CLASS

The Accommodation Block houses the colony's work crew population. This structure contains schools and social areas, artificial parks and other recreational areas - all to make the building less of a shelter and more of a home on the distant alien worlds that the colonists must inhabit. Its shields are some of the strongest amongst its fellow structures, yet Starfleet protocol demands that additional support should be provided as soon as it becomes available. Having an Accommodation Block in the colony will increase you unit capacity total.

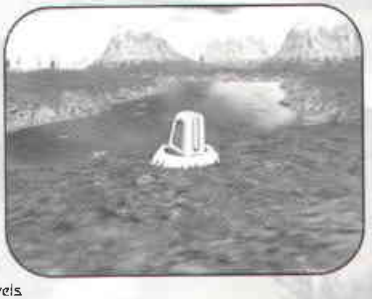
SECURITY CENTRE

JAMESON CLASS

The Security Centre is a dedicated Starfleet operations building. The central structure provides a core, from which all security operations emanate and is equipped with dedicated consoles, computers and other specialist equipment to ensure the best possible defence of the colony. The armoury wing that flanks one side of the core is primarily a photon shell manufacturing facility that allows the colony to access and develop mobile and stationary photon defence systems. The control wing to the other side creates a defence network that allows turret systems to utilise the colony sensor systems to track hostile units.

PHASER TURRET

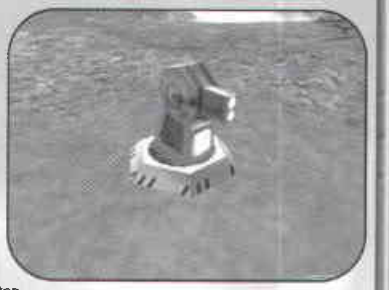
TYPE M-13



The Type M-13 Phaser Turret plays an integral part in a colony's defensive systems. Essentially an automatic system, it operates in conjunction with the Security Centre and the colony sensor net, allowing the turret to automatically identify and track suspicious or hostile craft in the immediate vicinity. The turret draws power from phaser banks charged directly from the main colony power grid and while this makes it a formidable weapon, it can place an incredible load on the colony's power resources. If power levels exceed those required for the turret to run at operational levels, the turret will deactivate until more reserves are provided. Phaser turret systems are intended primarily as deterrents: the Federation prefers to prevent attack through an obvious display of defensive power. For this reason the turrets pivot as they track targets, reminding potential aggressors of the cost of an assault.

PHOTON TURRET

TYPE M-17



The Type M-17 Photon Turret is a highly effective defence system that can only be built once photon shell production has begun in the colony. Although such units initially appear to counter the Federation's principles, it is recognised that remote colonies face many different threats as they develop. Some of these threats - unfortunately - will only respond to force, or the appearance of force. It is under these extreme circumstances that such a defence system is deployed. The turret launches self-powered, photon artillery shells to targets identified by the colony sensor net or any of the mobile units within its sensor range. Prior to the deployment of such a system however, colony commanders must accept the production costs of photon artillery, and the impact such a switch in production will have on the colonial economy.

SHIELD GENERATOR

ANDEES CLASS

The Shield Generator is a small, stand-alone structure that acts as an independent power 'booster' system. When active, it increases the shield efficiency of any structures within a limited radius of itself, allowing them to withstand direct assault for a far greater length of time. However, the power demands for such a system are exorbitant and to be truly effective multiple structures need to be placed around the colony, causing a massive drain on colony power levels.

HYDROPONICS FARM

TILLER CLASS

The Hydroponics Farm may sound rustic in these days of food replicators but they are in fact at the forefront of colony science. For while on a starship the power costs of the food replicators are outweighed by the space required for storage/production, the exact opposite is true of a colony, where power is at a premium and space is not an issue. The Farm solves this problem. With a Hydroponics Farm up and running, the colony can divert power rations away from the replicator systems to other, more needy systems. Using advanced agricultural techniques these facilities can begin to provide basic food groups within days and a full complement within a matter of months. Further to the production of food, the Farm also provides a valuable portfolio of additional services to a colony. There are the obvious educational and psychological benefits of walking amongst and seeing plants from the colonist's home planets, but most importantly however the Farm also provide an 'atmosphere scrubbing' facility that ensures the air within the colony structures stays fresh. An extra benefit of the Farm, similar to the Sickbay upgrades, allows the colony to increase its unit limit by 10.

FEDERATION COLONY VEHICLES

WORK BEE

TYPE - 4

The 'worker-unit' of the colony, this one-man anti-gravity pod is used to transfer supplies and resources into the various manufacturing and processing structures in the colony. Using a frontal array of magnetic clamps, the Work Bee is essential in keeping the colony running smoothly. Its modular chassis is also used to build both the Cargo and Construction Bee's, which feature additional utilities. Because of the need for quick allocation and transferring of goods, the Type - 4 Work Bee is the only unit within the colony system to be manufactured automatically when required.

CONSTRUCTION BEE

TYPE - 9

The Construction Bee is an adaptation of the standard Work Bee unit. The bee chassis provides the pilot's cabin and the motive power for the unit, while attached directly behind the pilot is the Construction Collar that features an articulated arm and additional stabilising antigrav units. Sitting behind the Construction Collar is the Construction Magazine, which contains a number of pre-fabricated panels. When building a structure, these panels are held in position by the arm and then laser-welded into place. Construction Bee's are relatively cheap to manufacture and maintain, though because their tasks can often require them to leave the relative safety of the colony perimeter they are prone to attack from hostile forces.

CARGO BEE

TYPE - 7

This variation of the standard bee chassis is used to ferry ore crates and resources to the colony from Mining Stations and between colony structures. With an extended magnetic sling fitted to the bee's cabin, this unit can carry two crates at a time. However, it suffers a similar problem as the Construction Bee when required to move out of the protective range of the colony.

With basic shields and no defensive capabilities, its journey to and from remote installations can be a hazardous one.

COLONY SHUTTLE

TRIUMPH CLASS

The Triumph class Colony Shuttle is a development of the unit commonly found working at orbital dry-dock facilities. The role of the Shuttle is identical to that of its orbital relative, although the specification the two craft differs significantly. The Colony Shuttle is a personnel transport designed to carry workers and crew between installations. Transport through even the most hostile environments via the Shuttle is relatively energy cheap and statistically safe when compared to transporters - and both of these factors are primary concerns for a growing colony.

SCOUT

BURKE CLASS

The Burke class Scout is a small one-man unit that patrols in advance of the main forces and reconnoiters the battlefield and unexplored terrain. With no phaser emitters and only basic shields, the Scout relies on its fast speed to survive. In order to maintain, and fully exploit, this advantage, the Scout can also be used as a backup geological survey aid if a Science Vehicle is absent or away on a mission.

SCIENCE VEHICLE

SEVRIN CLASS

The Science Vehicle's primary mission is always the gathering of scientific data and information useful to colony scientists. Essentially a mobile tricorder system, the Science Vehicle can run science, medical and engineering scans. Using a powerful and highly sensitive scanner array, this unit is also invaluable in locating the various natural minerals that are present under the surface of the colonised worlds. As it operates away from the main base it is a reasonably well-shielded and robust vehicle, though an armed escort should accompany it all times beyond the perimeter of the colony. The crew compliment of the Science Vehicle is usually limited to just two personnel: the driver and a technician to oversee the sensor and study systems onboard. However, room has been provided for the addition of a third crewmember, typically reserved for a Science Officer, Engineer or Doctor when an away mission demands specialist study.

ARMED PERSONNEL CARRIER

BRIGADOON CLASS

Primarily employed in the transportation of personnel in hazardous planetary conditions, the APC can carry up to 15 people, a pilot and a navigator. As a direct result, its specifications are aimed specifically at protecting its crew and ensuring that they arrive at their destination alive and in one piece. This very practical nature is reflected in the design which features modular components that can be replaced quickly and easily, even under arduous conditions. The base of the APC is a huge antigrav sled and tractor field arrangement. On the roof of the APC sits a combined phaser, shield and sensor array. This self-contained system is extremely basic but does allow the APC to defend itself in hostile situations. Invaluable when breaching the defenses of another colony, the engineers and security personnel required for capturing alien structures can only enter colony perimeters thanks to the resilient cover of the APC, which steadfastly destroys the shields of its target before deploying its troops into the defenceless structure.

PHASER TANK

VANGUARD CLASS

The Vanguard class Phaser Tank is found in practically every Federation sponsored colony. While no substitute for starship-grade phaser systems, they reassure colonists and help to deter hostile incursion. Floating a few feet off the floor on a reliable and effective antigrav system, the Phaser Tank can travel at speed across most planetary surfaces. The power of the engines, heavy shields and phaser array makes the Phaser Vehicle a truly invaluable craft. Its shield system, though not the strongest of defensive systems, makes the unit a resilient foe and allows for exploration of hostile environments, while the phaser array provides a more than effective deterrent against would-be aggressors. With an experienced Security Officer stationed in the unit, the defensive abilities of the Phaser Tank increases drastically, with the officer's reflexes providing higher than average firing rates.

PHOTON ARTILLERY

BRIDGER CLASS

The Bridger class Photon Artillery unit brings a fearsome level of firepower to planet-based battles. Essentially using the same technology as the starship weapon system, it fires high-yield 'photon shells', though unlike their space-born brethren these shells do not possess a guidance system. This limitation hinders the unit when it comes to tracking and targeting moving objects. Against stationary units and structures however, its powerful strikes make it a formidable adversary. Such power comes at a cost though, and in the case of the Photon Artillery this is expressed in terms of mobility and firing rate. To fire effectively this unit must first reach a standstill and orientate its systems, a process which takes time and renders the vehicle vulnerable to attack. With its relatively slow speed and turning circle, it is also open to attack from faster, more maneuverable units. Because of its ability to fire without the need for line-of-sight, the unit is frequently used as a rear-guard, launching its attacks over the heads of the first strike teams.

ADVANCED PHOTON ARTILLERY

BRIDGER - A CLASS

With the addition of a second chassis to the rear of the standard unit allows the Advanced Photon Artillery to increase its capacity for strikes, increasing the reload times for firing the photon shells and providing the extra room to carry more powerful shells. Just as with the original model, the Advanced Launcher is an unwieldy beast and with the extra weight it is slightly slower to move. Because of this, Starfleet have ordered that all away missions using the advanced unit must be accompanied by a Phaser Tanks to provide adequate defence.

MOBILE SHIELD GENERATOR

LONDON CLASS

A highly desired unit, the London class Mobile Shield Generator is the end product of a highly developed colony and provides superior shield support for both away teams, combat groups and Mining Stations. Due to the high-energy consumption of this vehicle, its motion systems are limited to only a basic model, making for a slow and cumbersome unit. Other systems, such as sensors, are also badly crippled by the power demands of its shield emitter, therefore making the sight of a lone unit a rare one on the planet surface.

KLINGON COLONY STRUCTURES

COLONY HUB

MECHAL K1 CLASS

The Colony Hub is one of the most important structures in any colony. As the first building constructed by engineers, and the initial source of power for a fledgling colony, the Hub is the prime target for any raid against the colony and as such demands the highest defence possible. When in the first stage of development the Hub's role is to provide everything a start-up colony needs: vehicles, construction, power etc. While it can fulfill many essential roles it does so in a very limited and inefficient manner. As the colony grows the Hub produces the components from which specialist buildings - such as Power Generators, Vehicle and Construction Yards - can be built. The development of such facilities relieves the Hub of its production duties and allows it to concentrate on controlling the colonies various functions. This is reflected in the growth of the Colony Hub into a second and eventually third stage of development, each improving its performance and allowing the colony to develop new structures.

CONSTRUCTION YARD

BEH'VAK CLASS

While the Construction Yard may not be architecturally pretty it is highly effective. In a classic example of Klingon single-mindedness the Construction Yard, a hulking industrial monster, is tolerated only because it allows colonies to grow stronger. It is here where the raw and processed materials gathered and created by the colony are combined to create new building sections or upgrade existing ones. These parts for construction are then packed into construction magazines and used by the Work Bees to build. The Yard is the first structure to be erected when a colony is founded. During this first stage it can only produce other low-grade, first stage units. As the colony grows, so too does the Construction Yard, with each upgraded stage enhancing the range and complexity of structures the Yard can undertake. The Klingons know that an undeveloped colony is a weak colony, and living in the shadow of a Construction Yard is a price they are willing to pay.

VEHICLE YARD

GHAST CLASS

Deep in the heart of every Klingon colony is a Klingon Vehicle Yard. The Yard produces both the worker units that give the colony purpose and the offensive units that afford it protection. Like many of the Klingon colonial structures, this building is modular, developing and growing with the colony. The first stage, built when the colony is first formed, lacks the facilities or indeed the room to build anything but the most basic of craft - such as those required to physically build the colony or scout the general area. Once the colony is established a second phase of development can begin, which in turn expands working areas and upgrades its manufacturing abilities. This allows the Vehicle Yard to build a far wider, and far more sophisticated range of craft. A final third stage is often built in the most advanced colonies. The development offers the engineers who run it enough space to create vast craft - such as the Mobile Disruptor Battery - and the very latest machinery to work with. Each upgrade also refines the Yards power distribution grid, improving overall efficiency and manufacturing times.

RESOURCE PROCESSOR

KOTACH CLASS

The Resource Processor sits at the heart of Klingon colonial economy. For it is the Processor that turns the raw materials gathered at the mining stations into useable processed goods. These processed goods are used for construction at the colony itself and for export to the Klingon Empire. The Resource Processor takes delivery of raw gases, liquids and solids then refines or combines them. While highly adaptable however the Processor base section is not very efficient, as each process requires a recalibration of its processing systems. In order to increase efficiency, additional wings can be built on to the main structure, each of which increases the overall efficiency of the Processor. With the addition of these systems, the Processor can create more usable materials for use in the colony at a far greater rate.

DILITHIUM PLANT

RESOURCE PROCESSOR UPGRADE

Once constructed, this upgrade reduces the time required to process raw Dilithium ore into refined Dilithium.

POLY-COMPOSITES PLANT

RESOURCE PROCESSOR UPGRADE

Once constructed, this upgrade reduces the time required to process Talgonite ore into Poly-Composite materials.

THERMO-CONCRETE PLANT

RESOURCE PROCESSOR UPGRADE

Once constructed, this upgrade reduces the time required to process Silicon into Thermo-Concrete materials.

TRANSPARENT ALUMINUM PLANT

RESOURCE PROCESSOR UPGRADE

Once constructed, this upgrade reduces the time required to process Kelbonite ore into Transparent Aluminum.

NITRIUM PLANT

RESOURCE PROCESSOR UPGRADE

Once constructed, this upgrade reduces the time required to process Magnesite ore into Nitrium.

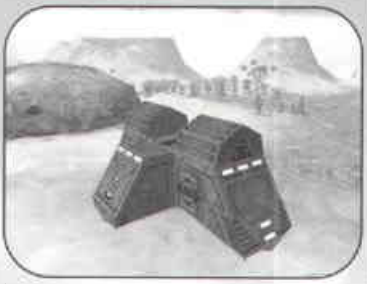
DURANIUM PLANT

RESOURCE PROCESSOR UPGRADE

Once constructed, this upgrade reduces the time required to process Dolomide ore into Duranium.

MINING STATION

PENTHE CLASS



The Empire's recent colonial expansion program is a direct response to meet the vast (and ever increasing) material demands of the Klingon Defence Force. As a result, the location of most recent Klingon colonies has been decided on mineral rather than military grounds. This shift in policy has been made possible due to the Mining Station, the Empire's new economic warrior. Essentially, a multi-purpose resource gathering centre, materials from underground are mined via a powerful bore that extends from the central core deep underground. Minerals on the surface are sifted with tractor beams, while fluids are gathered from both underground wells and the atmosphere. Effective but not entirely 100% efficient, its all-round production capability is still capable of sustaining a colony's early growth. Importantly the Mining Station means that even very new colonies are independent and do not place additional strain on the Klingon economy.

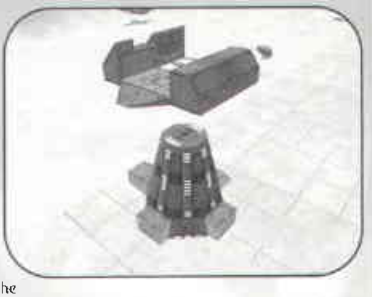
ADVANCED MINING STATION

PRAXIS CLASS

An elaborate version of the basic Mining Station structure, this provides 100% efficiency and increased extraction rates, thanks mainly to a number of dedicated specialist mining systems. Because of its larger size, a more efficient power matrix has been developed for its day-to-day running, which also allows for a vastly superior structural integrity and deflector system. Thanks to this, the Advanced Mine can withstand far greater attacks than that of its predecessor.

POWER GENERATOR

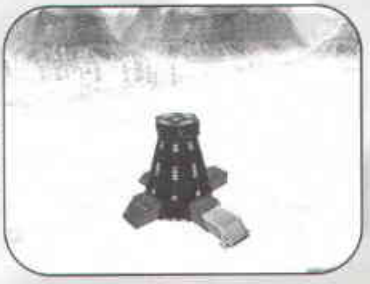
P'TRA CLASS



Energy is the source of life, and this is as true for a remote Klingon colony as it is for any other race. The Power Generator forms a crucial part of the colony infrastructure, providing as it does the life-blood of the colony, the means for brave Klingons to defend themselves and show their might by way of gallant attacks. Without power, even Klingons would be perceived as weak and defenceless so the Generator is a vital, if less-than-imposing structure. Although more rudimentary in its design and construction than the Federation equivalent, it is a tough, reliable power-provider, and usually well guarded, centralised, and protected from all but the strongest attack. In operation, the Power Generator is a great deal less 'environmentally-friendly' than other races' power-systems due the near-total disregard that Klingons have for personal protection, thanks to their extremely resistant physiognomy. However, the basic essence of the structure is the same as any other - it includes systems for automatic power-backup in an emergency, a variety of secondary power-generation systems that rely on differing methods for total redundancy, and a storage device.

ADVANCED POWER GENERATOR

NUCHVIN CLASS



As the colony increases in size and complexity, so too does the demand for power. Without substantial levels, many colony systems and structures will perform at less than 100% efficiency and in some cases - such as the colony defence systems - will shutdown completely. The Advanced Power Generator utilises a highly efficient power distribution and generation grid, allowing for increased output.

STORAGE FACILITY

KAL'SHA CLASS

Storage Facilities, with their centralised nature, reflect the emphasis the Klingon society places on readiness for war. All manner of materials are stored in a single location: fast access is deemed more important than the dangers of cross contamination or vulnerability. The Storage Facility utilises a hub structure, with storage wings radiating our form a centralised loading / unloading area. Cargo craft land on top of the loading area where they collect and deliver cargo pods, the contents of which are then moved to the storage wing. There are three distinct types of storage wing: raw minerals, processed materials and food / water.

SCIENCE STATION

RAMSHA CLASS

War has been the motive force behind most Klingon scientific advances, and for colonial Klingons this vital spirit of invention is embodied in the Science Station. Even though it has no offensive capabilities the Centre is still revered as one of a colony's most important structures - primarily because its construction provides the required assets for the manufacture and development of medium and high-level colony systems and units. The Station starts life as a single structure, and then grows modularly in response to the colony's demands. The central tower houses the main computer core and a few general-purpose laboratories. These facilities are sufficient to conduct basic research in most disciplines but lack the dedicated labs and computers needed for specialist work and study.

SENSOR LAB

SCIENCE STATION UPGRADE

Equipping the Science Station with the Sensor Lab upgrade allows the colony to develop the Stak'at class Science Vehicle.

TROOPER CENTRE

SCIENCE STATION UPGRADE

Equipping the Science Station with the Trooper Centre upgrade allows the development of the colony shuttle system.

SHIELD BUFFER

SCIENCE STATION UPGRADE

Equipping the Science Station with the Shield Buffer upgrade allows the colony to develop the Chor class Shield Generator.

DISRUPTOR MATRIX

SCIENCE STATION UPGRADE

Equipping the Science Station with the Disruptor Matrix upgrade allows the colony to develop the Ja'Vak class Disruptor Tank.

TRACKING SYSTEMS

SCIENCE STATION UPGRADE

Equipping the Science Station with the Tracking Systems upgrade allows the colony to develop the Pach'Yah class Disruptor Turret.

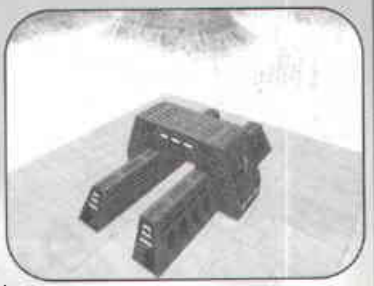
SPECIAL WEAPONS

SCIENCE STATION UPGRADE

Equipping the Science Station with the Special Weapons upgrade allows the colony to develop the Kang class Disruptor Battery and the So'mA class Cloaked Tank prototype.

SICKBAY

DOKVAT CLASS



The Klingon Sickbay is a functional and austere building. To many outsiders the very concept of a Klingon Sickbay seems anachronistic. After all what's the point of a hospital in a society that expects injured Klingon warriors to commit Hegh'bat (ritual suicide) rather than seek medical aid? Such a view however fails to appreciate the very nature of Klingon medicine. For while mortally wounded warriors are expected to carry out Hegh'bat, those who are victorious need their wounds tended. After all, another attack may be imminent. Xeno-biological plagues cannot be permitted to kill warriors - vaccines give them the weapons to fight back. Limbs broken in training need fixing, if the exercise is to be repeated and the error corrected. Miners injured in rock-falls need healing if they're to return to the 'coal-face' and meet production targets. Such treatment is not taken lightly but when the honour of the empire is at stake, sacrifices must be made.

The four upgrades that branch out from central arch allows for additional units to be manned by colony personnel, increasing the colony unit limit. The Sickbay is also - of course - the designated post for the colony Medical Officer, who will increase the efficiency of the structure when allocated.

UPGRADE 1

SICKBAY UPGRADE

Constructing the 1st upgrade to the Sickbay increases the colony unit limit by 5.

UPGRADE 2

SICKBAY UPGRADE

Constructing the 2nd upgrade to the Sickbay increases the colony unit limit by 5.

UPGRADE 3

SICKBAY UPGRADE

Constructing the 3rd upgrade to the Sickbay increases the colony unit limit by 5.

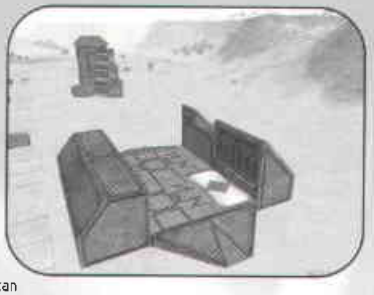
UPGRADE 4

SICKBAY UPGRADE

Constructing the 4th upgrade to the Sickbay increases the colony unit limit by 5.

TRANSPORTER PAD

HOCTAL CLASS



A colony's Transporter Pad is its gateway to the galaxy, with the Cargo Transporters allowing the safe movement of goods between starships and colonies. Fledgling colonies are often reliant on critical supplies from other parts of the Empire while they establish themselves; a debt that is honoured when the colony reaches maturity and begins to export materials, goods and equipment back to the Empire. As the colony develops in size, demands for more colonists must be met and only by 'beaming' down additional personnel can the colony function at optimum efficiency.

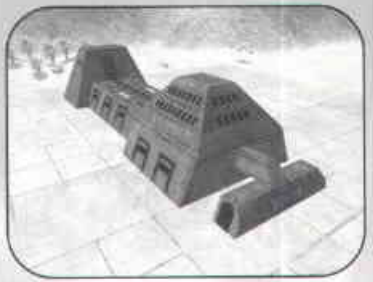
COLONIAL HOUSE

K'TEMOK CLASS

The Colonial House reflects the family base of Klingon society. Rather than providing a generic living area, the structure contains an assortment of inner structures that act as family houses. The officers posted to remote colonies use these houses as reminders of their loyalties to not only the Empire but their family name as well. As well the inner structures, the Colonial House also provides combat and training areas so that warriors and officers alike can make the best of their off-duty time. The structural shielding, as one would expect, is one of the best in the colony and the typical Klingon practice is to place the Colonial House towards the centre of the colony, thus allowing other structures to take the brunt of an attack. Adding a Colonial House to your colony will add to your unit capacity total.

ARSENAL

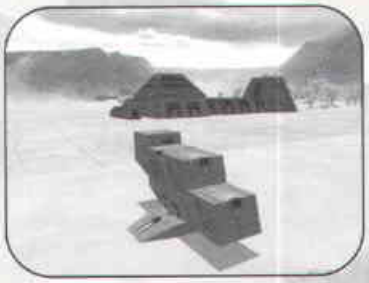
GRINKET CLASS



The Arsenal is a dedicated photon shell manufacturing and storage facility. Once operational, it supplies both the Koloth class photon artillery unit and the Yo'Cha class photon turret. The stand-alone nature of the Arsenal reflects the importance Klingon society places on weaponry and the fact that such facilities are by their very nature vulnerable. Once built, the Arsenal's production facilities allow the colony to adequately defend itself. The vulnerability of the facility though comes from the fact the photon rounds it manufactures are constructed from extremely dangerous materials - e.g. antimatter - and that any such facility is a natural target for a first strike. If the Arsenal is destroyed, the stores of antimatter and finished rounds explode with devastating force.

DISRUPTOR TURRET

PACH'YAH CLASS



The Pach'Yah class Disruptor Turret is a dedicated perimeter defence system. The basic structure features a heavily armoured disruptor turret mounted on to a pivoting base. This can rotate through 360 degrees providing the barrel with a wide field-of-fire, whilst the disruptor system draws power from energy reservoirs supplied by the Hub and the colony power grid. This main-line power gives it an impressive impact and hit rate, with the power to destroy or deter any enemy vehicles that stray into range. However, due to this energy pooling, the turrets are susceptible to stalling if the colony power levels drop too low.

PHOTON TURRET

YO'CHA CLASS

The Photon Launcher sports a modified variant of the Disruptor Turret housing. The Launcher fires self-powered photon rounds, similar to those used by the mobile Artillery unit. Such powerful projectiles however are slow and costly to build and require both an Arsenal and Mortar Grid present in the colony first before becoming available. Along with the power demands of such a supply system, the defence structures can place a considerable drain on a colony, and can even force sections to shut down if power management is ignored.

SHIELD GENERATOR

CHOR CLASS

The Shield Generator plays a pivotal role in the growth of any colony. This stand-alone unit increases the shield strength and recharge level of any structure or unit within a certain radius of its position. The benefits of using a Shield Generator are that it allows the colony commander an extra moment for thought when under attack, since the increased shield levels reduce the threat to the colony. The need for passing defensive mobile systems, such as Disruptor Tanks, around key colony structures is also lessened, freeing them for other uses. The price for such defensive systems is considerable though, with an inefficient system - 'borrowed' from Romulan technology - consuming vast amounts of the colony's energy reserves.

LIVESTOCK FARM

M'OCH CLASS

No colony can survive long without food to eat, and a Klingon colony is no exception. The Livestock Farm is a centralised food resource - and, despite its unusual look and even more unusual menu, the Farm is a vital link in the food chain of survival. The transparent aluminum-topped building is the growing area for vegetation - although Klingons aren't vegetarian, many of their animal herds are. This vast atrium is where the minimal 'side-dressings' used in Klingon foods are grown alongside the staple diets of animals needed to provide a healthy Klingon diet. Its chief power-source is solar - assuming there is a nearby sun to provide heat and light - though this giant 'greenhouse' can be remodelled to provide internal lighting and heating from the colony power-grid when necessary. Sharing the same area are many favourite Klingon animals, ranging from Gagh to large Targ herds. However, the main function of the Farm is to replace the colony replicator systems, thereby reducing demand on the colony power systems. An extra benefit of the Farm, similar to the Sickbay upgrades allows the colony to increase its unit limit by 10.

KLINGON COLONY VEHICLES

WORK BEE

B6 CLASS

The Work Bee is a functional 'civilian' craft. It plays a vital role in the expansion of the Empire but in itself garners no direct glory. It is a tool and the design reflects this. Every effort has been made to make it as effective as possible, the most obvious sacrifice to this functionality being the cramped cabin compartment. As a result of this single-minded approach the Work Bee is a small, agile and relatively powerful craft that is vital to the colony. Its nose-mounted magnetic grapple allows it to move cargo containers to and from the various colony structures, while the bee chassis itself requires little modification to adapt it to a number of other 'worker' roles.

The Work Bee is the only unit that does not require a direct order to be built. With the construction of a colony structure, a Work Bee will automatically be built and assigned.

CONSTRUCTION BEE

B12 CLASS

With the addition of a dexterous arm lifter and cargo hopper to the standard bee chassis, the Construction Bee performs the arduous task of assembling the manufactured panels supplied by the Construction Yard to create new structures. Small and manoeuverable, the Construction Bee is prone to attack once beyond the protective influence of the main colony, but unlike the Scout unit, little acclaim is held for the workers who must pilot the tiny craft. Instead, the role of Construction Bee operator is usually held for those whose honour has been shadowed with doubt, or has been condemned with the worst verdict of all: that of being found a coward!

CARGO BEE

B7 CLASS

Taking the standard Work Bee chassis, the Cargo Bee uses a rear mounted magnetic grapple to move the various supply crates between colony structures and the remote mining stations. Unlike its Federation counterpart, the Klingon Cargo Bee can only hold one crate at a time, an oversight on behalf of the original designers who incorrectly evaluated the need for multiple cargo slots. As a result, the cargo transfer and delivery system for Klingon colonies suffer slightly - though colonial operational commanders stubbornly refuse to accede this.

COLONY SHUTTLE

KANU CLASS

The average Klingon warrior affords the Colony Shuttle slightly less respect than a turbolift and slightly more than a garbage scow. It is a practical vehicle that performs the frankly honourless task of transporting workers and crews between colonial installations. That it does this efficiently, safely and at minimal cost are not mitigating factors. However, no matter how lowly colonists and warriors may consider the Shuttles, these craft are always used in preference to intra-colony transporter systems. Colonial operations managers insist that this is because of the exorbitant energy cost involved with transporters, but in truth the fact is simply that low-grade transporter systems used at colonies are less than 82% reliable. Klingon superstition dictates that those lost during materialisation become wandering ghosts, and that those reassembled beyond the Black River are forced to fight in whatever incorrect state they materialise as. Most won't admit to such primitive fears, but even the bravest warriors will wait for the next Colony Shuttle rather than step on to a colony transport pad.

SCOUT

KAHLIN CLASS

While the Scout is an essential part of the Klingon military machine it is also unique, as the only unarmed frontline unit. Such a lack of weaponry is no oversight, but a deliberate policy. Within a battle group the role of a Scout is to locate and identify targets and mineral resources. The sheer size of the sensor systems were the reason that early versions of the unit went unarmed - the sensors used so much power and room that it was simply impossible to fit a weapon system into the chassis. Yet despite technological advances (which have made both weapons and sensor systems smaller) the Scout remains unarmed. It has now become the craft in which young high-fliers prove their courage under fire and in which most senior officers have already served their time. Lacking weaponry a pilot is forced to rely on their comrades - an exemplary test of honour - while by darting under the guns of their foes. This flamboyant, 'devil-may-care' attitude of Scout pilots has made many heroes with Klingon colonists.

SCIENCE VEHICLE

STAK'AT CLASS

Despite their warlike and aggressive nature, the Klingons are just as dependent on their ability to glean scientific information as the Federation. To do this, their chief tool is the Science Vehicle, a small, three-man vessel, brimming with scientific apparatus and - relatively - cutting-edge systems. Strangely for a Klingon vehicle, it features no armaments of any kind, relying instead on its sensor systems to evade detection and escort support from Disruptor Tank platoons. The large ring section mid-way along the fuselage contains the main scanning array, whilst the crew sits in a mini mobile-laboratory in the nose, deciphering the information gathered from the scanners. However, it's a dangerous and exposed task - the Klingon standard of radiation shielding is much lower than that of the Federation. For a Klingon crewman, the honour involved in piloting or crewing the Science vehicle, and potentially going against the greatest threat of all - combat without weapons - is enough to make this post one of the most-respected in the Empire. Even the non-combatant Klingon technicians are considered honorary battle-heroes if they survive more than a few days on board - so extreme are the risks!

ARMED PERSONNEL CARRIER

K'SAL CLASS

The K'Sal class Armed Personnel Carrier's primary task is to allow warriors to enter enemy colony installations and seize control. Even when fully loaded, the Carrier remains an effective and agile unit thanks to solid design on behalf of the Klingon military engineers. Due to its role of troop transporter, the unit features excellent armour and deflector systems, along with an adequately powered front-mounted disruptor turret for hostile incursions. However, this armament has a limited field-of-fire, requiring the Carrier to manually turn to engage hostiles. Its level of defensive shielding is high for good reason. To die in the belly of the Carrier would deny the riding warriors entry to Sto-Vo-Kor, the Klingon afterlife for the honourable. So the Carrier is charged with safely conveying warriors and officers to their destination, where they can die in honourable battle.

DISRUPTOR TANK

JA'VAK CLASS

A product of the pre-Organian Klingon isolation, the Ja'VaK class Disruptor Tank was designed to bring as much 'survivable' firepower to the battlefield as possible. Although not subtle or designed with any aesthetic care, it is effective and relatively cheap to manufacture. The majority of the Tank chassis is taken up with a generator housed in the rear, providing power for the roof-mounted disruptor turret, deflectors and anti-gravity systems. The pilot cabin in the 'nose' of the vehicle seats both a driver and a gunner. However, the Tanks greatest asset is its durability. Even under the most hazardous of planetary conditions, the Tank performs at an outstanding level, making it one of the most frequently seen units in the Klingon battalions.

PHOTON ARTILLERY

KOLOTH CLASS

The secondary weapons system for the Klingon Battalions - after the Disruptor Tank - the Photon Artillery fires an adapted photon shell at great distance. A destructive blend of mobile artillery and tank killer, the Photon Artillery is not suited for front-line attacks due to its slow response times and weak propulsion systems. Klingon tactics most commonly place it at the rear of an attack group, allowing its long range-of-fire to shell over the heads of the rest of its attack group, bringing down the shields and defenses of a colony. Due to outdated targeting systems, the unit must come to a full halt before firing to ensure a direct strike, leaving it open to attack from smaller, faster units. Against such craft, the Artillery is extremely ineffective, demanding the presence of a support group dedicated to short-range attacks.

CLOAKED TANK

SO'MA CLASS

The So'mA class Cloaked Tank is a prototype unit, which has only recently begun field trials on remote colony worlds. Because of its cost and technological requirements, the tank is only available to fully established colonies that can afford to develop such a system. Because of its untested state, the Tank is a mixture of balances that only become apparent once used in battle. Of course, the primary reason for creating such a unit is to gain access to its invaluable cloaking ability - which renders the unit invisible both on the battlefield and on enemy sensors.

DISRUPTOR BATTERY

KANG CLASS

The Disruptor Battery is perhaps one of the purest expressions of the Klingon belief: any problem can be solved with a big enough gun! Essentially a starship grade disruptor system mounted on a huge dilithium reactor and anti-grav sled, its generators are capable of creating the vast energies required to fire the main armament - a weapon with the firepower to demolish the structural shields of an enemy colony in only a few shots. The price of this phenomenal firepower is costly however. Power sacrifices to the main armament hamper the Disruptor Battery's mobility, making it a slow beast that wallows through turns and moves at a crawl. However the role of the unit does not require it to be a frontline vehicle, as it is used to support attacks rather than initiate them. Common Klingon tactics are to bombard an enemy's main shield with the Battery while strike teams of Disruptor Tanks pour through the ravaged colony defenses.

ROMULAN COLONY STRUCTURES

COLONY HUB

FORUM CLASS

The Romulan Colony Hub is both a functional building and a symbol. Its working role within the colony is similar to that of a starship's bridge - it is the coordinating centre of all operational activity. While symbolically the Hub is a proud statement of Romulan colonial confidence - the first stage of the Hub is larger than both its Klingon and Federation counterparts - the leaning pyramidal towers are needlessly complex to build and the material costs high. The message the Hub is therefore supposed to convey is that when the Romulans commit to a colony they are intent on staying. Yet for all its grace the Colony Hub remains a working building. It is able to generate a limited amount of power to sustain a fledgling colony, until a power generator can be built. The Hub becomes ever more impressive as the colony it serves develops. At the second stage of upgrade an internal tower is added. This sees the construction of additional power, shield, and computer systems that plug directly into the main control centre - the pyramid-shaped room at the apex of the structure. The Hub is completed in its third stage upgrade, when a base is added to the second stage tower.

CONSTRUCTION YARD

GAMMA CLASS

The Romulan Construction Yard is a fine example of modular engineering. The entire building is a series of cells, each of which works independently towards a common target. Each of the four pyramidal towers deals with one sort of resource (mineral, metals, fluids and hazardous) that is prepared for use by automated construction areas in the centre of the structure. These construction areas deal with the actual fabrication of buildings and their internal systems. In the Construction Yard the computer constructors make computers and floor manufacturers make floors. No one unit makes an entire section of a building and no one knows exactly what building the parts they are working on will be used for. Such an approach minimises training needs, security risks and benefits massively from the principles of mass production.

The work of all these units is coordinated to produce the magazines used by the Construction Bees in the building process. Under strong management the Construction Yard system can be highly effective, particularly with the addition of specialist wings. These bring new skills and construction possibilities to the colony manifest, allowing for more advanced structures.

VEHICLE YARD

BETA CLASS

The Romulan Vehicle Yard is the single most hazardous place at any Romulan colony. Both political pressure and practical necessity demand that a Yard is run at full capacity as soon and as often as possible - so safety runs second to productivity. The first stage, the main vehicle production hall, is always one of the first construction projects at a Romulan colony. This multipurpose unit is designed to be able to produce all Romulan craft - and so maintain tactical flexibility - but this does limit the numbers that can be produced. The productivity of a Vehicle Yard can be improved by the addition of two wings as upgrades. These wings replicate production systems already present in the main hall and this extra capacity allows the production of more complex craft. The Yards shortcomings - power-hungry systems and hazardous utilities - are well documented but that doesn't seem to stop colonial commanders from demanding continual improvements in productivity, pushing both their workers and their luck to the very limit.

RESOURCE PROCESSOR

ETA CLASS

The Romulan Resource Processor is something of an ugly duckling building. The first stage of construction is expensive and labour intensive, and it always has to be built just when the colony has fewest spare hands and fewest spare materials. This first stage Processor though is a vital step in a colony's development, for it is this plant that turns the mined raw materials into useable processed goods. Initially the structure is a jack-of-all-trades that is capable of processing most materials at a relatively slow rate and with a certain degree of waste. In order to increase performance, it is necessary for a colony to build processor wings. Up to six of these can be built, each of which increases the efficiency level of the structure. Recent surveys have however revealed a worrying flaw in the general design of the Processor. It seems that no account was ever made for the processing of critical amounts of fissionable material in the specialist refineries while deuterium was being processed in the central hall. Fortunately only two such incidents have occurred to date.

DILITHIUM PLANT

RESOURCE PROCESSOR UPGRADE

Once constructed, this upgrade reduces the time required to process raw Dilithium ore into refined Dilithium.

POLY-COMPOSITES PLANT

RESOURCE PROCESSOR UPGRADE

Once constructed, this upgrade reduces the time required to process Talgonite ore into Poly-Composite materials.

THERMO-CONCRETE PLANT

RESOURCE PROCESSOR UPGRADE

Once constructed, this upgrade reduces the time required to process Silicon into Thermo-Concrete materials.

TRANSPARENT ALUMINUM PLANT

RESOURCE PROCESSOR UPGRADE

Once constructed, this upgrade reduces the time required to process Kelbonite ore into Transparent Aluminum.

NITRIUM PLANT

RESOURCE PROCESSOR UPGRADE

Once constructed, this upgrade reduces the time required to process Magnesite ore into Nitrium.

DURANIUM PLANT

RESOURCE PROCESSOR UPGRADE

Once constructed, this upgrade reduces the time required to process Dolomide ore into Duranium.

MINING STATION

EPSILON CLASS

The Romulan Mining Station is both a technological marvel and an environmental horror. Its role is to gather resources - minerals, gases, crystals etc - for both the local colony and the rest of the Star Empire. As such the Mining Station is judged by its results and not its methods. Free of any environmental concerns Romulan science has developed a fearsomely efficient mineral recovery system. Utilising a main shaft collar, this construction features a small 'self-sufficient' dilithium generator that is fuelled by some of the raw crystals it extracts. This makes the system cheap to maintain but inefficient and dirty to run over long periods. The Main Shaft Collar uses this power to generate disruptor and tractor fields that shift and shake the planet surface into its component elements. However the Mining Station's use of such focused energies carries a price. The high-band frequencies generated have been known to scramble transporter signals, the tractor fields can agitate tectonic faults and the gradual build up of antiproton residue from disruptors mutates or poisons local flora and fauna.

ADVANCED MINING STATION

EPSILON CETA CLASS

The Romulan Advanced Mining Station is a variation of the basic structure, recently brought into active service on Romulan mineral extraction operations, and includes four Supplemental Mineral Processors to the main shaft collar. Each of these processors house additional power generation facilities, disruptor drilling equipment and tractor field modulators that allow a specific mineral to be targered. Atop the four processing columns sits a huge amplifier array that focuses and boosts the energies of all tractor and disruptor generators. With these enhancements, the Advanced Mining Station stands as one of the tallest structures in the colony, rivalled only by the Colony Hub itself.

POWER GENERATOR

IOTA CLASS

The Romulan Power Generator at first appears somewhat inelegant for a Romulan structure. Yet this only serves as a reminder of the potent forces contained inside. The Generator uses an experimental power generation system that artificially replicates the anomalous forces found within a quantum singularity. Such technology is undoubtedly powerful (if not yet quite up to starship grade) but also it is also highly dangerous. The central casing houses an arrangement of interlocking containment fields - each one equal in strength to that of a starship-class deflector system. These intense gravitational fields not only create the microscopic black hole but also sustain and stabilise it while energy siphons situated in the base of the structure tap the vast pools of graviton particles that flow around the singularity. The control and dampening fields are situated in a failsafe position directly above the core, to prevent any possible breach in containment.

ADVANCED POWER GENERATOR

IOTA NEO CLASS

The Advanced Romulan Power Generator adapts the existing structure with extra dampening field generators around the base of the unit. These allow the containment field to be focused tighter, increasing the flow of graviton particles and the power output levels of the generator itself. The need for such an advanced structure only becomes clear once the colony's development level places such a demand on the existing power grid that key structures, such as defence systems, begin to suffer and shutdown.

STORAGE FACILITY

OLA CLASS

The Ola Class Storage Facility utilises a simple and yet highly efficient stack-and-grab system that allows for quick access to both loading and unloading of supplies. The processed materials derived from mined ore are transported via cargo bees to the structure, where work bees using a reference code detailing their exact contents then carefully store them.

This reference code allows the Facility workers to keep careful track of all of the resources contained within structure, serving both to aid supply and demand of a colony as well as allowing the hourly stock checks to be carried out with the minimum of fuss.

SCIENCE STATION

XI CLASS

The Science Station is the brain of a Romulan colony. It is here that all ricorder, scanner and computer data is gathered, cross-referenced and analysed. The staff members assigned to the Science Station are responsible for a wide range of duties - they analyse the mineral fields, develop planet specific production techniques and investigate the secrets each new world holds. The central dome houses the main computer core, libraries, general laboratories, seminar rooms and workstations. These facilities give the Romulan scientists the ability to research almost any topic, yet while these facilities are state-of-the-art they are limited and research into very complex projects can be painfully slow. The performance of the Science Station can be improved with the addition of up to six specialist labs. Each of these provides the colony with the ability to develop new systems which can then be manufactured by the either the Vehicle or Construction Yard.

SENSOR LAB

SCIENCE STATION UPGRADE

Equipping the Science Station with the Sensor Lab upgrade allows the colony to develop the Talvath class Science Vehicle.

DISRUPTOR MATRIX

SCIENCE STATION UPGRADE

Equipping the Science Station with the Disruptor Matrix upgrade allows the colony to develop the DragonFire class Battle Tank.

SHIELD BUFFER

SCIENCE STATION UPGRADE

Equipping the Science Station with the Shield Buffer upgrade allows the colony to develop the Omicron class Shield Generator.

DEFENCE NET

SCIENCE STATION UPGRADE

Equipping the Science Station with the Defence Net upgrade allows the colony to develop the VenomThorn class Disruptor Turret.

SECURITY NET

SCIENCE STATION UPGRADE

Equipping the Science Station with the Security Net upgrade allows the colony to develop the Firethorn class Photon Turret.

ENERGY LAB

SCIENCE STATION UPGRADE

Equipping the Science Station with the Energy Lab upgrade allows the colony to develop the ShadowVeil class Cloaking APC and the DragonWraith class Cloaked Tank.

UTILITY HOSPITAL

CALDA CLASS

To many observers the Utility Hospital has more in common with a vehicle workshop than a traditional hospital. The Hospital is a place for the mending of broken bones and the healing of wounds and not for convalescing. The principle is that an injured colonist takes from the colony but does not contribute, so the principal aim of the Hospital is to make the sick well enough to work, as soon as is physically possible. As such the structure provides all the core medical facilities, focusing on rapid treatment and rapid cures. As a result many of the treatments are extreme or ethically questionable. The five upgrades that are constructed above this section allows for additional units to be manned by colony personnel, increasing the colony unit limit.

UPGRADE 1

UTILITY HOSPITAL UPGRADE

Constructing the 1st upgrade to the Sickbay increases the colony unit limit by 5.

UPGRADE 2

UTILITY HOSPITAL UPGRADE

Constructing the 2nd upgrade to the Sickbay increases the colony unit limit by 5.

UPGRADE 3

UTILITY HOSPITAL UPGRADE

Constructing the 3rd upgrade to the Sickbay increases the colony unit limit by 5.

UPGRADE 4

UTILITY HOSPITAL UPGRADE

Constructing the 4th upgrade to the Sickbay increases the colony unit limit by 5.

UPGRADE 5

UTILITY HOSPITAL UPGRADE

Constructing the 5th upgrade to the Sickbay increases the colony unit limit by 5.

TRANSPORTER PAD

DELTA CLASS

The Transporter Pad provides the link between a Romulan Colony and the rest of the Star Empire. This structure provides the colony with cargo import/export facilities and an orbital transporter system for additional colonists, which are required to crew the new structures built as the colony develops.

RESIDENCY

INSULAE CLASS

The Residency provides housing for the majority of Romulan Colonists - the highest officials have suites in the main Colony Hub and a garrison force resides in the Security Centre. As such the residency contains all amenities (dormitories, kitchens, recreation halls etc) required to create fit, healthy and useful members of society. However, there are two very different social dynamics at work inside Romulan colonies: political fervour and crime. Some Romulans volunteer for colonial duty as a fast track to political success. Those Romulans who buck the system or exhibit criminal tendencies are sent to the colonies for correctional education. As a result the residency is a constant source of tension and ill feeling. Adding a Residency to your colony will add to the unit capacity total.

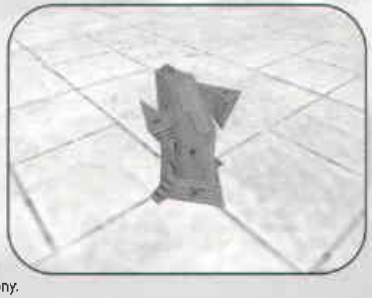
SECURITY BUREAU

BASILICA CLASS

The Security Bureau is the most loathed of all colonial structures - although you'll never hear a Romulan say so. For while the Bureau's primary role is to serve and train security personnel, it has a darker, secret side. The security personnel are not just charged with the protection of the colony from hostile outsiders but also from sedition inside the colony perimeters. The towering structure gives the officers in the Bureau a fine field of view of the colony, and serves as a reminder to the colonists of their government's eternal vigilance. Inside, the lower floors of the tower houses the functional aspects of a security station - armoury, practice range, gymnasium, lecture hall, workstations and cells. The upper floors are reserved for the elite security officers and a range of specialist sensor equipment - supposedly capable of sampling every word spoken inside the colony! The huge sensor arrays/field emitters housed in the upper floors are supposed there to dramatically enhance the performance of a previous, outdated system - yet if this is the case why weren't such sensors part of the original specification? Further speculation concerns the (claimed) sighting of Tal Shiar markings on computer equipment delivered during the upgrade. Whatever the truth behind the Security Bureau the fact remains that since its introduction as a standard colony structure, colonial riots and insurrections have fallen by some 86%.

DISRUPTOR TURRET

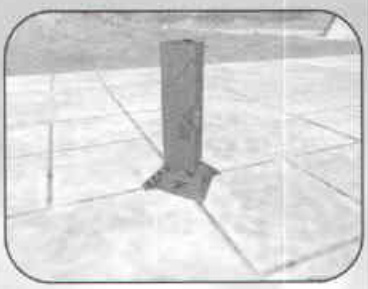
VENOMTHORN CLASS



The VenomThorn class Disruptor Turret is an essential part of any Romulan colony's security system - with regards to matters both external and internal. The Turret's external security application is that of the defensive hard-point. Positioned around the perimeter of a Romulan colony they are integrated into a defence network guided by the Security Bureau's tactical computers and are powered directly from the main power grid. The Turret can deliver an exceptional volume of fire in defence of its colony. however dissident Romulan factions have claimed that the turret is an active tool of repression. Their more credible claims concern the systems over-powered sensor arrays and field generators because such a 'drone' has no need of independent systems. And while their purpose is probably that of covert monitoring, the dissidents' claims of mind-control devices and 'Tantalus Fields' are thought to be fanciful. Similarly the Disruptor Turret's ability to rotate through 360 degrees can be seen either as a tactical necessity or implicit threat to the colonists. One concern that cannot be ignored though is why a weapons system supposedly designed to combat enemy strikes has such a relatively low top-end shot strength and such a powerful short-range sensor grid.

PHOTON TURRET

FIRETHORN CLASS



The FireThorn class Photon Turret system almost looks too graceful to be a weapon. From a distance, these rotating towers appear almost ornamental in function, akin to animated obelisks. But the structures deadly powers are revealed by the aperture found midway up the front of the tower. The yield of the Romulan photon shells are considerably higher than those developed by other races for use in colonial operations, allowing for fewer shots to hit home to cause maximum damage. Typically, Photon Defence systems are found at the corners of colony perimeters, with their excellent range-of-fire allowing them to strike out at any would-be aggressors that approach. However, the high power demands of such systems usually dictate a small number of structures active within the colony at any one time. Among those populations living under its looming stare, the Photon Turret system has also become known as the "Killer Of Hope", a name earned during the invasion of Octar III, when three such towers pounded the city of Temen continuously for 63 days in reprisal for attacks on Romulan personnel.

SHIELD GENERATOR

OMICRON CLASS

The Omicron class Shield Generator is a typical example of Romulan technology. The generator is a delicate, technically advanced machine that's run at the very peak of its performance for long periods. This brutal regimen has ensured that the system is a pared-down, thoroughbred device - because if it fails the colony it protects could be lost. The deflector emitter is found in the lower generation ring, while the smaller upper ring acts as a stabiliser, balancing the output of the shield system. Due to the elegance of its design, the power demands of the structure are considerably less than its Klingon and Federation counterparts, though it is still one of the more power-hungry structures in the colony.

BIOLOGY FACILITY

KAPPA CLASS

The Biology Facility is a technological house of horrors. The Romulan solution to the food-supply problems so common amongst the fledgling colonies is to apply science without mercy. Each facility contains all the systems scientists need to turn a few strands of DNA into a fully adult livestock/mature crop - in under eight weeks. The Facility uses cloning, genetic manipulation and selective application of mutating radioactivity to create both animals and crops to order. Obscenely, the process of grotesque mutation is actually encouraged - as extra limbs/leaves increase the 'per-head' yield. The cloned animals and crops are also subjected to a range of age accelerating treatments so that they reach maturity as soon as possible. Such acceleration is necessary to avoid the growth of the tumours that plague such rapid cloning techniques. The Biology Facility does its job efficiently and provides food fast, but also serves as an example of the extremes Romulans will go to in order succeed. Once built, the Facility will also allow the colony food replicators to be shut down, lessening the demand on the colony power production facilities. An extra benefit of the Facility, similar to the Sickbay upgrades, allows the colony to increase its unit limit by 10.

ROMULAN COLONY VEHICLES

WORK BEE

VELITES CLASS

The Star Empire may have been won with Warbirds and cloaked tanks, but the Work Bees built it. The core bee system comprises of a forward cab and rear power generation unit. In its basic form the Work Bee is equipped with a magnetic sling located under the cabin, which is used to carry the various supply and ore crates in and out of buildings. The Work Bee is the only unit that does not require a direct order to be built. With the construction of a colony structure, a Work Bee will automatically be built and assigned to the awaiting colony system.

CONSTRUCTION BEE

HASTATI CLASS

The Hastati class Construction Bee is similar, but features a special attachment that contains both a magazine of construction materials and the articulated 'delivery-roller' system used to place the building panels into position. These panels are then fixed in placed using the Bee's welding laser. Whatever the configuration though, the generic Romulan Bee system possesses an elegance and poise uncommon in a utility vehicle. This has led certain sections of Starfleet Intelligence to suggest that the unit has some hidden military role or talent - although there is currently no evidence to support this assertion.

CARGO BEE

TRIARII CLASS

The Triarii class Cargo Bee - a variation of the Velites class chassis - docks with its cargo containers via a rear-mounted coupling. This under-slung method allows for precise and rapid loading and unloading of crates, though its defensive capabilities are non-existent so long journeys into hostile territory to reach Mining Stations can prove dangerous.

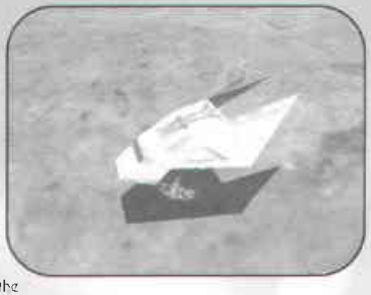
COLONY SHUTTLE

PEGASUS CLASS

The Pegasus class Colony Shuttle is a plebeian equivalent of the military's troop transporter. It can carry up to 8 colonists and lower ranking officers over a free flight distance of some 10 kilometres, but they are normally reserved for intra-colony transport and the ferrying of passengers between colonial facilities and remote installations. Unlike most Romulan craft, the Colony Shuttle has been designed with durability and reliability in mind rather than extreme performance. The reason simply being that it is a vehicle of the masses and thus deemed common by the Romulan elite. Without a powerful sponsor, no vehicle designer will embark on such a project. On Romulus these craft form the backbone of the mass transit system, while out in the colonies the craft allow safe passage between shielded areas even on the most hostile of planets. Indeed, the shuttle is proof that were the Romulans ever to stop chasing new technologies and refine those they have already developed - then their systems would be the envy of the civilised galaxy.

SCOUT

PREYSEEKER CLASS



Romulan dogma states that military intelligence is the most powerful weapon on any battlefield, and the PreySeeker class Scout unit is the physical incarnation of this belief. As a vehicle it stresses power, mobility and scanners above all else - even a cloak or defensive weaponry. But in order to maintain as positive power to weight ratio as possible most of the normal radiation shielding has been dispensed with. The rear fins house the main scanner antenna, which works in conjunction with a secondary array, mounted in the nose section. Again, most of the normal EMF shielding has been dispensed with in order to save weight. The craft's pilot sits in a small cabin above the secondary array. As the Scout uses as little armour as possible, it is vulnerable to attack. However in order to be killed it first has to be caught, and with its powerful scanners, exceptional top speed and incredible maneuverability the Scout can elude even the most determined of hunters.

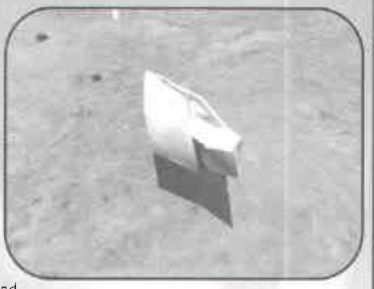
SCIENCE VEHICLE

TALVATH CLASS

Just as the Battle Tank typifies the warlike side of the Romulan psyche, the Talvath class Science Vehicle is an expression of its intellectual potential. The unit plays a pivotal role in the pursuit of that most basic of Romulan foreign policy goals - control! In order to exercise control the Romulan doctrine dictates that you need information, of every conceivable kind from every conceivable source. Naturally, even the Science Vehicle can't quite live up to such a lofty aim, but it comes very close, with one of the most impressive arrays of short-range sensors outside of a starship. In fact everything on the unit is either dedicated to collecting information or has been relocated, miniaturised or removed to make space for something that does. The cockpit is jammed between the forward nose array and the huge sensor packs in the shoulders and arms. Behind these scanners sits a mobile laboratory pod and computer suite. The rear of the vehicle is taken up by the anti-gravity drive and power generation systems. A strong - but not actually armoured - outer shell allows the Science Vehicle to venture into areas of high radiation and even small-scale battles without too many fears. Colonists should remember though that the Senate has decreed that any colony that allows such a prestigious vehicle to fall into the hands of a neighbouring power shall be subject to Tal Shiar investigation.

ARMED PERSONNEL CARRIER

BLOODWOLF CLASS



The BloodWolf class Carrier is a state-of-the-art troop-deployment vehicle that is currently undergoing shakedown and evaluation tests at many Romulan colonies. The Carrier's new shield and power system is second to none, offering this light vehicle excellent protection and a powerful propulsion system ensures that it can outpace most other planetary craft. Although small, a cabin-mounted disruptor system packs a lethal punch. The Carrier's constituent parts do not however coalesce into one coherent whole and the craft's overall performance is actually hampered by its own excellence. The power demands made by the shields, disruptor and propulsion system can often threaten to overload the vehicles power-flow regulators, which often results in the unit running at critical levels for a large proportion of its operational life-span. Engineers are actively addressing these teething problems across the Star Empire and with each small tweak and modification the Carrier becomes a more coherent and deadly foe.

BATTLE TANK

DRAGONFIRE CLASS

The DragonFire class Battle Tank perfectly embodies the Romulan mentality, in both aesthetic quality and functionality. As an efficient first-strike and counter-attack unit it is second to none, and though it may lack the sheer offensive power of the Klingon system, its endurance and adaptability to new terrain makes it invaluable in the expansion of the Star Empire. The twin prongs that stab out from the drivers cabin contain sophisticated sensor and tracking systems - and also not accidentally convey a sense of menace - while the rear of the unit is equipped with a modified dilithium powered fusion drive. The disruptor cannon placed above the pilots cabin follows a similar line of engineering as that of the Photon Artillery unit, with a recessed barrel housed inside the turret itself.

PHOTON ARTILLERY

THUNDERLIZARD CLASS

Romulan Photon Artillery is one of the most feared units encountered on the battlefield. Its reputation is based on a blend of fearsome weaponry and technical sophistication. Its most notable feature is that the entire photon shell launching system is housed internally, within the centre of the unit. This gives the vehicle an increased turn rate and overall stability, which in turn provides an excellent arc of fire for the photon artillery shells - which are more powerful than either the Klingons or Federation. The front of the Artillery houses state-of-the-art antigrav systems and sensor equipment. Together they give the unit the ability to move into position, strike at long range and be back on the move before defenders can respond. This 'raiding' tactic allows them to strike at will, and when combined with support from cloaked tanks adds the advantage of surprise. Klingon and Federation strategists agree that the ThunderLizard class has only one major flaw: its weak shielding system - an unfortunate side effect of the internal weapons housing.

CLOAKING ASSAULT VEHICLE

SHADOWVEIL CLASS

Originally conceived as a stealth strike unit, the Assault Vehicle used a retro-fitted APC chassis combined with tank grade armour shielding and cloaking generator. However, the ShadowVeil class Cloaking Assault Vehicle has been retired from active colonial status, although its development files have been left available for colony access should the Commander chose to manufacture them. The decision to retire the unit came about after field trials revealed that its cloaking generators could not be run in parallel with its disruptor weapon systems - as was originally intended. This flaw forces the unit to disengage its cloak before it can attack, rendering it susceptible to enemy fire. Its great strength, firepower and cloaking abilities are still valuable assets, one of the primary reasons why it has been left in the colony databanks.

CLOAKING TANK

DRAGONWRAITH CLASS

The DragonWraith class Cloaking Tank is a unit that stresses stealth above brute force. Available only to an advanced colony, it is armed with a moderately powered disruptor and relatively weak shields. Its value however lies in its ability to cloak, and that makes it a truly deadly battlefield opponent. And despite being quite basic, the Tank's cloak is strong enough to ensure that it's effectively invisible to scanners and the naked eye. However, cloaking requires a vast amount of power, so the Tank must waste valuable seconds lowering its cloak and re-establishing its power-flow systems before its disruptors can be armed & fired. During these brief moments of transition the unit is incredibly susceptible to enemy attack. Even with this weakness however, the unit has proved itself time and time again as an excellent medium range attack weapon and a superb insurgency unit.

TROUBLESHOOTING

CAMERA PROBLEMS

HELP! THE 3D CAMERA IS TOO CONFUSING! IS THERE AN EASIER WAY TO PLAY?

Until you have mastered the game systems and controls, it is recommended that you remain in the default camera view; Isometric. Playing the Tutorial levels in the Full 3D camera mode is an ideal way to learn how best to control this mode.

IS THERE A QUICKER WAY TO MOVE THE CAMERA AROUND?

Remember to use the keyboard shortcuts to jump around the game area. The HOME key will return you straight to the Colony Hub, while SHIFT+V and SHIFT+B will jump you through all player vehicles and buildings respectively.

Whenever you receive a communications message informing you of a mineral deposit running dry, or hear the alarm klaxon indicating a battle, you can press the SPACE BAR to jump straight to that location.

You can also use the Tricorder to move around the game area. Simply hold the mouse pointer over the map area that you wish to move to and double-right click to jump the camera there.

Note: Double-right clicking on a building or unit will invalidate this function.

HOW DO I ATTACH MY CAMERA TO BUILDINGS AND VEHICLES?

This function is only available in the Full-3D camera view. Press F1 to enable this camera and then double-left click the pointer on the unit you will to allocate the camera with. The camera view will immediately jump to this unit, and you will only be able to rotate around or zoom in / out on this selection. If you have allocated with a vehicle, you can move the unit as normal, except that your camera will now move with it.

To let go of the selection, simply press the right mouse button until the selected unit disappears from the Control Window.

GAME PROBLEMS

THE TRICORDER DISPLAY IS TOO SMALL. HOW CAN I SEE IT BETTER?

Try checking the zoom level of the map. Cycle through the magnification levels by pressing the zoom button until you can see better.

If you are still having problems viewing the Tricorder, try clicking on the button in the top-left corner (or press the keyboard shortcut 'TAB'). This toggles the display between normal and full-screen mode. When in this mode, the game screen will be shown in the Tricorder display while the map is shown in the main screen.

Note: The different game resolutions can also affect your abilities to view the Tricorder clearly. If you are having problems, try reducing the screen resolution from the main options menu.

I'M NOT SURE WHAT I'M SUPPOSED TO BE DOING IN MY MISSION. HOW CAN I CHECK WHAT MY OBJECTIVES ARE?

Click on the MISSION button in the Communications Window, which can be opened via the COMMS button in the Tricorder. This will display the Command screen, detailing your mission objectives. This will also show which objectives have been completed and which haven't.

MY VEHICLES WON'T ATTACK OR DEFEND THEMSELVES. WHAT AM I DOING WRONG?

You units will only attack if they have been set to Red Alert against the threat. To change Alert levels click on the ALLY button on the Tricorder to show all hostile threats in your mission. Click on a race icon and then select an alert level via the coloured markers to the side. Set at green, you forces will not engage any threat. Set to Yellow and they will automatically jump to Red when attacked. At Red, your units will actively attack, or defend against, hostile threats.

WHY CAN'T I BUILD ANY MORE BUILDINGS OR VEHICLES?

Remember to check the colony limit, which is displayed at the top of the Control Window. At the start of a mission, this will usually bet set at 50, but can be increased by building the appropriate

structures. Reaching the colony limit will prevent you from building any additional units.

WHY ARE MY VEHICLES TAKING SO LONG TO BUILD?

The efficiency of the Yard will affect its ability to manufacture vehicles, so remember to check the efficiency level in the Control Window after selecting the Vehicle Yard. Efficiency levels can be drained by a low power supply, damage taken when attacked or by the absence of an Engineer. By placing a highly skilled Engineer in the building you can increase the structures efficiency dramatically, boosting it all the way to 120%!

I USED TO HAVE A LARGE SELECTION OF STRUCTURE OPTIONS, BUT IT WILL NOW ONLY LET ME BUILD A FEW THINGS. WHATS HAPPENED?

It sounds like you're your Construction Yard has been destroyed. This structure needs ro be present in the colony to let access more building options.

IT CAN GET QUITE HARD TARGETING THE ENEMY, ESPECIALLY WHEN THEY'RE MOVING FAST. IS THERE AN EASIER WAY OF DOING THIS?

A quicker way to target both individual and enemy groups is to use the selections drag-box. Make sure you have selected your units then create a drag-box over the enemy targets by holding down the left mouse button and moving the mouse. This will create an elastic box. When all of the units you wish to attack are inside the box, let go of the mouse button and the Attack Playbook will appear. Click on the first option (attack) and your units will now attack all of the selected enemy units.

The best way to defend your colony is to place Phaser Vehicles next to key structures, such as the Hub and Power Generators. Then, select a Phaser Vehicle and highlight the building you want it to defend. The pointer will change to show a Protect command. Click on the building and the vehicle will attack any threat against that building. As the colony develops, the best defence approach is to build Turrets near key colony

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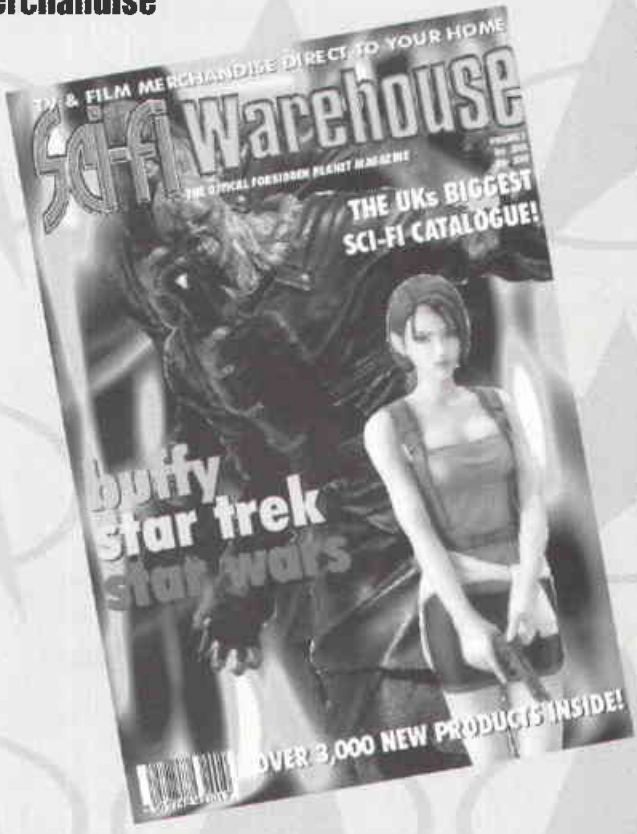

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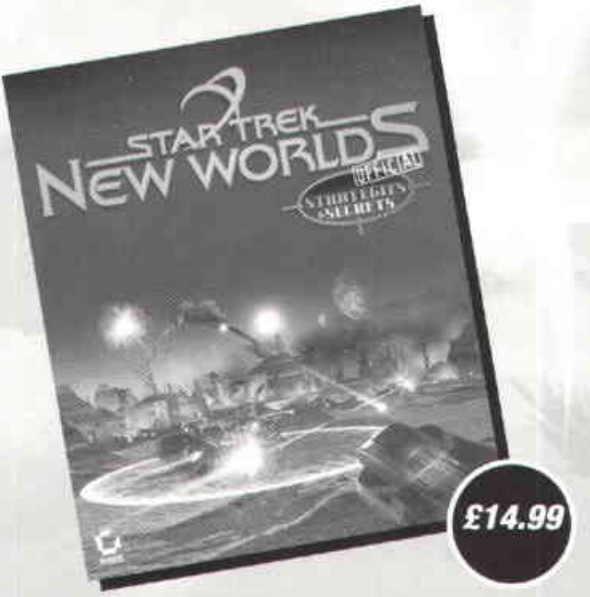

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